KINGDOMS FORLORN

DRAGONS, DEVILS and KINGS

LEARN TO PLAY

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WELCOME TO KINGDOMS FORLORN!

Before you venture into Kingdoms Forlorn, we would like to take a moment to thank you.

It has been a long road, filled with countless hours of dedication, iteration, and improvement. Every mechanic, component, and story woven into this game has been crafted with care – not just to fulfill our promises, but to create something we are truly proud of.

We know that none of this would have been possible without the belief, support and trust of our amazing community members – of you. And for that, we want to express our deepest gratitude.

Now, it's time for you to step into the Kingdoms, to carve your own path, shape your own legends, and uncover the stories waiting to be told. This world is yours to explore, and we can't wait to hear the tales you will tell.

We hope the Kingdoms will be as unforgettable to you as they have been to us.

Safe passage, brave Knights. The journey begins.

Into the Unknown Team

HELPFUL RESOURCES

Be sure to check out the resources found on our website, which include printable sheets, a digital rulebook, and a full out-of-the-box guide with suggestions and tips on how to set up and organize your game components!

You can access the website by scanning the QR code above, or find it at intotheunknownstudio.com/resources

INTRODUCTION AND SETUP

Welcome to **Kingdoms Forlorn: Dragons, Devils, and Kings**! This **Learn to Play** book has been designed to ease you into the game's setting and various mechanics, from delving into a Kingdom to clashing with Monsters! Whenever you see a box like this, you'll know a new major game concept or element is being introduced or expanded upon. If a specific rule is not found here, it will be in the Rulebook.

Kingdoms Forlorn: Dragons, Devils, and Kings is a sol-operative™ dungeon crawler for 1–5 players with a focus on exploration, tactical battles, loot, character building, and storytelling. Each player controls a unique Knight traversing dangerous lands, driven either by personal matters, a higher calling, or other, more mysterious reasons.

On the following pages you'll see instructions on how to prepare and resolve your first Expedition into a foreboding Kingdom, culminating in a Clash with one of its dangerous denizens. The steps will be numbered in chronological order (like this STEP 1, so you don't get lost along the way! Now, continue with STEP 1 EXPEDITIONS below.

Disclaimer: This Learn to Play adventure is meant to be a (mostly) standalone experience that teaches the most important game mechanics.

PLAYER SETUP COMPONENTS

Fleischritter

- Starting Portrait: *Fleischritter, The Butcher Knight*
- Starting Talent: *Fleischknecht*
- Starting Heroic Arc: *Fleischknecht*
- Starting Peril Arc: *Fleischknecht*
- *Knight Pose // Knight Prowess* Technique card
- *Knight Roll // Pickled Rations* Technique card
- *Food Runner // Chef's Intuition* Technique card
- *Cured Darklin // Hearty Stew* Technique card
- *Knighves* Gear card
- Fleisch tokens
- Knight Sheet

Squires and other game components:

- Squire Bianca card (Mob tier)
- Squire Ralof card (Mob tier)
- 2x full Knight Boards for Knights (piece A and B)
- 2x half Knight Boards for Squires (piece B)
- 8 black and 12 transparent acrylic cubes
- 4 Clue cards and Clue tokens
- 18 starting Mettle deck cards
- 1 negative AT token
- 1 Knight bookmark

Kara

- Starting Portrait: Kara, *The Wilder Knight*
- Starting Talent: *Wildling*
- Starting Heroic Arc: *Wildling*
- Starting Peril Arc: *Wildling*
- *Knight Pose // Knight Prowess* Technique card
- *Knight Roll // Eyes of the Eagle* Technique card
- *Sprinting Charge // Like We Were Never Here* Technique card
- *Like the Wind // Outrider Reconnaissance* Technique card
- *Second Chance // Swift Adjustment* Technique card
- *Knighves* Gear card
- Knight Sheet

STEP 1 EXPEDITIONS

Kingdoms Forlorn is played in a series of expeditions, with each Expedition representing one Adventure, one Delve into the Deep Fog and the Kingdoms within. Each expedition consists of a series of steps, resolved in order. In this Learn to Play Adventure, you will follow a **simplified** Expedition sequence:

1. **Vision Phase:** When you will choose a Quest and the Party Leader, read the opening story paragraph, and prepare a Kingdom for the upcoming expedition.
2. **Outpost Phase:** When you will make all necessary preparations in town, including buying items, hiring help, and scouting the region.
3. **Delve Phase:** When you will explore the Kingdom's map, collect Clues and try to fulfill your Quest's objective.
4. **Clash Phase:** When you will resolve an Exhibition Clash with fearsome Monsters.
5. **Spoils Phase:** When you will divide the spoils, exchange loot for items and gold, gamble, and finish this Learn to Play!

You don't have to memorize all that just yet, we'll walk you through it! For now, proceed to the Vision Phase below. If you're curious about the full Expedition sequence, see p. 25 in the Rulebook.

STEP 2 VISION PHASE

Every Expedition starts with the Vision Phase—this is where you will decide what to do and where to go during each Expedition, as well as decide who will lead that Expedition. You will also set up the destination Kingdom and its denizens.

In *Kingdoms Forlorn*, each Knight has their own personal **storyline** consisting of five chapters, which they can develop by fulfilling Quests. However, only one Knight in the Party (henceforth called the **Party Leader**) can be on a Quest at a time, so you will need to cooperate! While one Knight is on a Quest, the rest of the party perform Investigations—smaller stories related to their own Questlines, which are also required to proceed along a storyline. During those Quests, you will often be instructed which Kingdom to visit and what your starting tile is, while at other times you will be able to choose a Kingdom and then randomly select a starting tile.

PARTY LEADER

A troupe of Knights always has a **Party Leader**. Usually, it's the Knight that is embarking on their Quest. If no Knight is embarking on a Quest (for example, every Knight is going on an Investigation or Free Roams), the players choose which one of them will become the Party Leader for this expedition. It's important to establish who the Party Leader is—not only will they settle differences among the other players, but their progress in the game **will dictate its overall difficulty! For this LtP though, we've decided for you: it's Fleischritter!**

However, for the purposes of this Learn to Play book, **all players will follow the same storyline** to show you the ropes of how the game is played. Proceed to STEP 3, the first story passage, *A Small Tale of Heroism*, for some narrative context and additional setup instructions!

STEP 3

A SMALL TALE OF HEROISM

"Ser Knight! Please, Ser Knight!"

The lumbering figure presses through the crowd, heedless of the much shorter figure trying to catch his attention. Across his shoulder, a hefty brace of rabbits, bound for the pot.

"Please, a child's life hangs in the balance!" At this, the tall fellow's companion, a slight woman with a cascade of flame-colored hair, grabs his shoulder, bringing him to a halt. The duo, the Knights known as Kara and the Fleischritter, turn to face the panting, red-faced lad.

"Take a breath, and tell us what happened." Kara, the one who flaunts herself as a Wilder Knight, reassures him. Beside her, the hulking Fleischritter, the Butcher Knight, grunts impatiently.

"I'm sorry, kind Sers," the boy gasps, "but the guards'll pay me no heed, and we've no money for mercenaries."

"You think we work for free?" The Fleischritter growls.

"Go easy on him, Butcher," Kara chides. She nods again. "Tell us what happened. We don't have all day."

"My sister, they've taken her! Just off the Poor Knight's Road to Hochenheim. Cultists! All clad in red, chanting profane words from the Apocrypha ... They mean to sacrifice her to the devils, I know it!"

The two Knights share a glance. It's not the first time they've heard such a tale. Nor will it be the last. But, in times such as these, who else could the people turn to for aid? Who else could venture beyond the Deep Fog, and have a hope of bringing the lass back alive?

Below each narrative paragraph opening a Quest, you will find a series of gameplay instructions that will help you set up the Kingdom and its denizens. We will include these instructions here too, but don't fret—we'll walk through each one on the following pages.

Prepare an expedition into the Principality of Stone. Your starting tile is **S13**.

You gain **5 Gold** as a party. For this expedition, Kara's Exploration Cipher is **99, and Fleischritter's is **00. Fleischritter is the Party Leader. Proceed with the Vision Phase.** At the end of the Outpost Phase, **see 0001.**

Note the two ciphers on your Knight Sheets in the "Boons, tally marks and notes" section. Then, proceed to STEP 4 PLAYER SETUP, to learn about your characters!

STORY PROGRESSION

The narrative of *Kingdoms Forlorn* is delivered through passages found in several books, divided into two types: Knightbooks and Kingdom Codices. A **Knightbook** recounts a particular Knight's Tale, and includes their narrative Quests, Investigations, and other story elements that might be triggered throughout their adventures, as well as their unique rules. A **Kingdom Codex**, on the other hand, includes a particular Kingdom's rules, Adventures, Knight-specific Exploration Cipher paragraphs, and Clash information on all the creatures that may be encountered therein.

Each Knight comes with their own **Knightbook**, which contains a Prologue, the Knight's full story campaign—five chapters, each with one main Quest and five Investigations—and additional story paragraphs, like Knight Rapport events, as well as unique Knight mechanics and their setup.

KINGDOMS

Once, the Grand Kingdoms were the bastions of human civilization under the divine guidance of the Church of the Allfather. Now, they stand as monoliths to mankind's folly, and to sin. As the Deep Fog emerged, the Kingdoms vanished from the world behind the roiling, shadowy cloudbank, lost to the eyes of man, beast, and God. Now, with the lifting of the dread mists, the Kingdoms are ... changed. Reshaped by curses, plagued by disease, and haunted by unspeakable monsters. It is into these lands, now called the Kingdoms Forlorn, that courageous, foolish, or desperate Knights venture, seeking their deepest desires, praying they will not find their truest fears.

Kingdoms are the setting for your Knights' adventures, the locations into which you will delve seeking answers to the mysteries of this world. Each Kingdom has its own rich history to uncover and foes for you to face. The Kingdoms have been utterly transformed by the supernatural essence of the curses and the Deep Fog, leading to unique challenges and obstacles for you to overcome, allies to interact with, and creatures to vanquish.

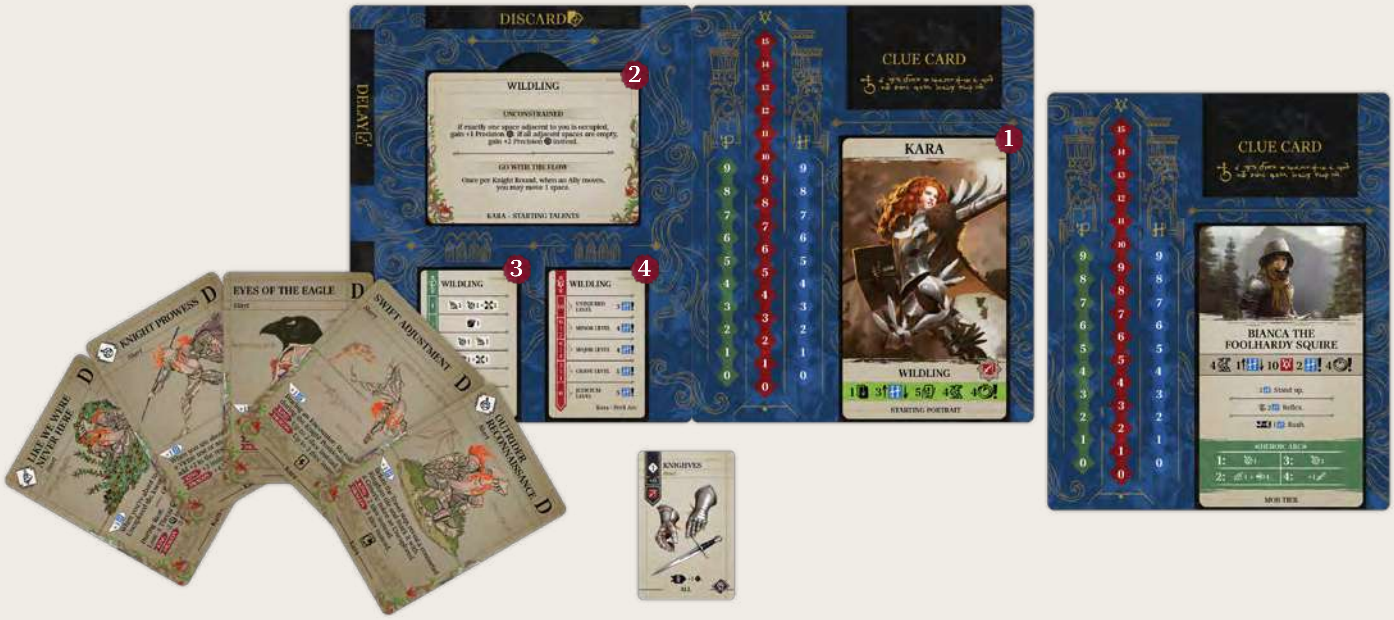
CHOOSING KNIGHTS

Since this is a tutorial expedition, you'll be playing with a predetermined set of characters, but during a regular game, the first thing you'll do is choose the Knight you would like to play as. Note that every Knight has similar **setup instructions** included at the start of their Knightbook, including information such as starting equipment and all necessary cards. They'll also have slightly different (cooler!) starting equipment than here.

STEP 4 PLAYER SETUP

Let's start from the very beginning and prepare your player characters first. In the full game, you will be able to choose whichever Knights and/or Squires you like, but for the purposes of this Learn to Play Adventure, you will take on the roles of two **Knights—Fleischritter** and **Kara**, and two of their **Squires—Bianca** and **Ralof**. While Knights are **fully-fledged** player characters with their own storylines, Squires are more of a **stand-in** for Knights—much less complex and easier to play with. The game requires four player characters, but if you play in a team of less than four players, controlling several Knights at once might be a challenge to even the most passionate adventurers! For this expedition, you may divide the player characters between you however you like, though if you are playing with more than two players, we suggest giving control of the Knights to the more experienced of you, and the Squires to others. **Remember, in the full game, each of you will be playing as a Knight, substituting Squires only if there are fewer than four players at the table.**

You can find the detailed list of all needed components on the first page. For the Knight Sheets, we recommend printing them out before you begin—you can find one at the end of the Rulebook, but they are also available as free resources on our website.



Initial Knight and Squire setup

STEP 5

Knights use a full Knight Board made of two joined cardboard pieces. Once you have all the components, insert Portrait ①, Talent ②, Heroic Arc ③ and Peril Arc ④ cards into the appropriate spaces on the Knight Board. You'll notice that there is still one empty space at the top—we'll take care of it later. As for Technique cards, place them wherever you like for now. Lastly, note the following Virtue bonuses on Knight Sheets: 1 Bravery, 1 Tenacity and 2 Insight for Kara, and 1 Bravery, 1 Might and 2 Fortitude for Fleischritter.

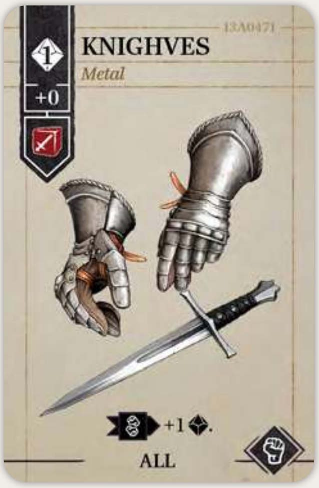
For Squires, simply place the Squire card on piece B of the Knight Board. You might notice the difference in complexity already!

Next, for both Knights and Squires, mark the starting statistics using acrylic cubes. **Transparent** cubes represent your **current** stats—whenever you gain or lose any of these stats during the game, move the cubes on the tracks accordingly. Your **Passion** and **Heat** should be at 0, while your **Vigor** should be at maximum—as shown on the Peril Arc (for Knights) and on the Squire card.

Black cubes mark your **stat limit**—place a black cube one space **above** your current Heat Limit and another one space **above** your maximum. You cannot exceed those limits unless a specific effect during the game instructs you to.

To learn more about your characters, see the corresponding rules box for Portrait cards, Talents, Techniques, as well as Knight specific abilities.

As for your **equipment**, both Kara and Fleischritter equip *Knighves*, the default starting **weapon** of every Knight, while Squires don't have any gear whatsoever—they can attack without it.



KNIGHT STATISTICS

Passion represents your battle fervor: it increases each time you attack and grants you access to powerful abilities from your Heroic Arc (we'll explain the Heroic Arcs in detail during the Clash part of this tutorial). By increasing your Passion, you also become a bigger threat in the eyes of opposing Monsters. Each time you raise , compare its level to that of other Knights. If your is the highest among all Knights, you gain the Priority Target token (unless you already have it), thus becoming **the main target** for Monster Attacks (see Priority Target and Tie-Breaking box on p. 25).

Heat allows you to perform heroic acts: re-roll your dice, use Technique cards and Talents, and activate other abilities. The more you strain yourself, the more you generate. You can gain up to your Heat Limit , which increases with lost Vigor . You lose at the start of each of your turns. Be wary though, as increasing your may cause Monsters to act more aggressively toward you. Some AI cards have **Gated Effects** that refer to , which you should always apply if you meet the requirement.

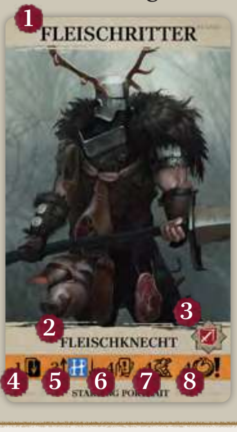
Heat Limit: Your maximum has a specific threshold, denoted by the black cube on the track. When you lose , this threshold will rise. This limitation may **prevent** you from using certain abilities or Techniques when you need them most, so be sure to keep a close eye on your available and its limit. If any effect would force you to raise your above your Heat Limit , raise your to your current limit, then lose equal to the value by which you exceeded your Heat Limit . **Note:** If you gain for any reason, **do not** decrease your Heat Limit !

Vigor tracks your well-being as well as your desperation: it decreases as a result of Monster Attacks and other injuries. As you lose , you gradually become closer to death (see Types of Mortis Card box on p. 34). However, each time your falls below any of the Peril thresholds, you increase your Heat Limit , unlock additional abilities on certain Gear cards and Techniques, and gain a higher chance of drawing a Mortis card with a powerful comeback effect.

Maximum Vigor : Though the Vigor track goes high, most Knights never reach its peak. This is represented by the maximum black cube. You will find your current maximum on your Peril Arc or the Squire card! No amount of gaining will ever move it past its maximum. Raising your maximum during a Delve or Clash will not automatically raise your current Vigor. On the other hand, if your maximum somehow falls below your current Vigor, you need to lower Vigor to your new maximum.

KNIGHT PORTRAIT CARDS

A Portrait card represents your Knight and their innermost qualities, like their name, class, Speed, basic Power die, refresh rates, and Bane Limit. On the back of your Portrait card you'll find a player aid with the Knight turn overview.



① **Name:** Everyone has a name, even if that name is No One.
② **Class:** The name of your current occupation.
③ **Knight Power Die:** A Power die you include in every Power Roll.
④ **Card Refresh:** How many cards you Refresh during the Refresh step.
⑤ ↑▦↓ **Heat Refresh:** How much ▦ you lose during the Refresh step.
⑥ **Hand Limit:** How many Technique cards you can have in your hand.
⑦ **Speed:** Maximum number of spaces you can move with a Movement Action.
⑧ **Bane Limit:** The maximum number of Bane tokens you may gain before dying; see Bane and Bane Limit box on p. 36.

KARA'S ABILITIES

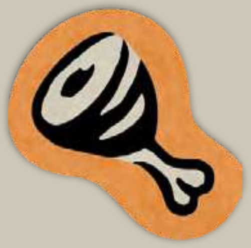
Kara may have grown up in the wilderness, but she is still a natural leader able to cooperate with her companions instinctively. To reflect that, Kara's Talent and Techniques use an "Allies" term. Ally means any friendly miniature or standee on the Clash Board—be it Knights or Squires, and any tokens placed on the Clash Board by the Party. Additionally, when Kara uses Motivate X, she may use it on Allies.

Examples of Allies

FLEISCHRITTER'S ABILITIES

Fleischritter uses special Fleisch 🍖 tokens as a resource to power his abilities. Fleisch 🍖 tokens are mainly placed in the Knight Pool, and they can be spent from there. Many of Fleischritter's Techniques use 🍖 as their cost. The most common source of 🍖 tokens is Fleischritter's Heroic Arc and the **Fleisch X** keyword. Fleischritter's Talents also allow him to use 🍖 instead of ▦.

Fleisch X: Place X Fleisch 🍖 tokens in the Knight Pool.



Fleisch token

KNIGHT TALENTS AND TECHNIQUES

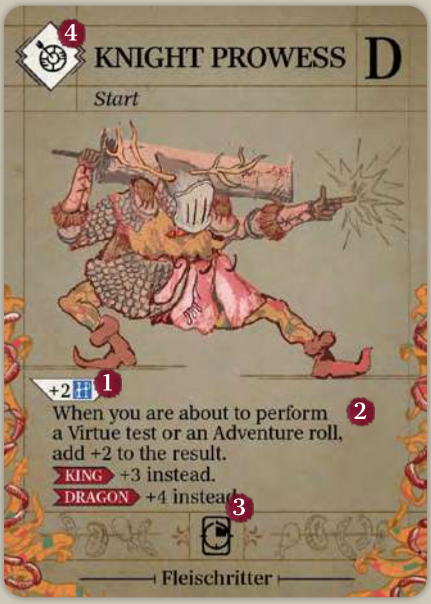
Talents are a Knight's signature abilities. Knights can acquire new Talents during the course of the game by progressing their personal storylines. Over time, your Knights will likely unlock several Talents, but a Knight can only use one of them at a time. Talents do not require an additional cost to use, and they are constant abilities, meaning they always apply when you meet the requirement to use them.

Each Knight can perform a set of feats, represented by Technique cards. Some are universal among all, or majority of Knights, but most are unique to a given character. Technique cards are double-sided.

D The dark side, called the Delve side, can be used during the Delve Phase. These Techniques will help the Knight navigate the treacherous wastes of the Kingdoms.

C The light side, called the Clash side, can be used during the Clash Phase. Knights use these Techniques during battles with Monsters.

When you use a Technique, you must first pay its cost ①. Then, resolve its main effect ② and Deplete ③ the card from your hand (for details, see Technique Cards and Depletion box on p. 16). Besides the main effect, each side of a Technique card has a supplementary effect, called a Warm-up ④ (Delve side) or Exert (Clash side), found in the upper left corner. It may seem complicated, but don't worry, we'll explain how to use Technique cards in detail as we progress during this tutorial Adventure.

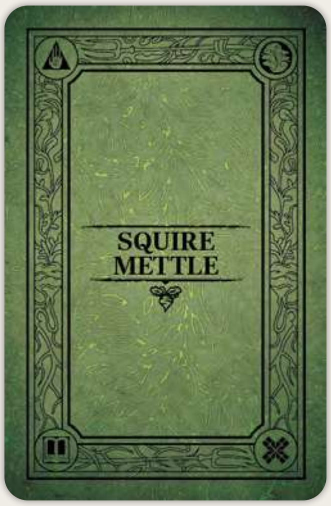


KNIGHT PROWESS D
Start
+2 ▦
When you are about to perform a Virtue test or an Adventure roll, add +2 to the result.
KING +3 instead.
DRAGON +4 instead.
Fleischritter

SQUIRES

Squires are a simplified, automated system intended to stand in for missing Knights. Each Squire is represented by two elements, a **Squire card** and a matching **standee**.

Squires follow most Knight rules—for example, they gain the same two actions per turn the Knights do—and are even considered Knights for the purposes of effects. They also have the same three main statistics: Passion, Heat and Vigor, as well as their own Heroic Arc built into the card.

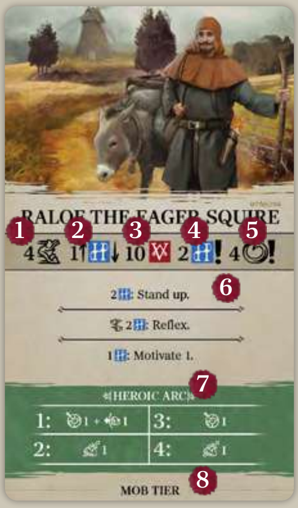


However, Squires generally don't roll dice. The success or failure of most actions performed by Squires is calculated using the **Mettle deck**—a versatile set of cards that can determine any result a Squire may need (see Mettle Deck box on p. 28). If the game instructs you to roll any dice, instead draw a Mettle card. We'll explain resolving Mettle cards in detail further in the Learn to Play!

Squires also don't use the whole Knight Board, but only one part of it, the one with Knight Statistics. Slot the Squire card where you would normally put a Knight Portrait card.

Squire cards contain all the information related to a given Squire, including their Tier, statistics and Abilities.

SQUIRE CARD

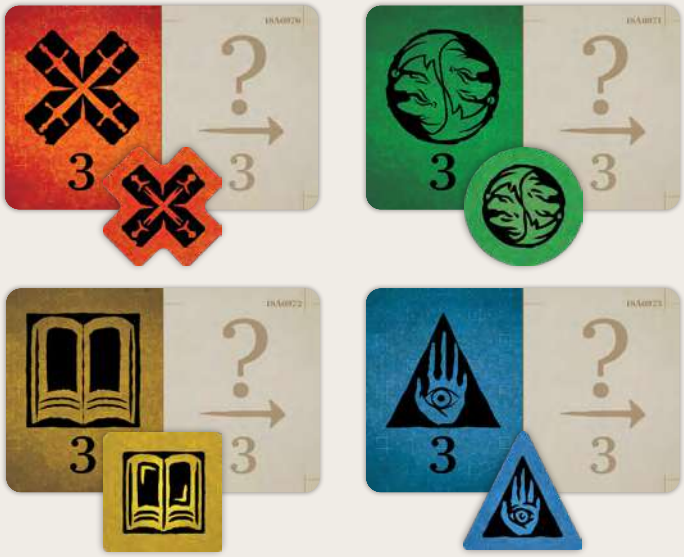


Squire card

1. **Speed:** The Squire's Speed 🐎.
2. ↑▦↓ **Heat Refresh:** Informs how much ▦ a Squire can subtract during their Refresh step.
3. ▣ **Vigor:** The maximum ▣ of a Squire.
4. ▦! **Heat Limit:** The maximum ▦ a Squire can reach.
5. ◎! **Bane Limit:** The maximum Bane ◎ tokens a Squire can have.
6. **Abilities:** Each active Squire Ability may only be used once per Round.
7. **Heroic Arc:** A Squire's Heroic Arc.
8. **Tier:** The Tier at which the particular Squire card becomes available.

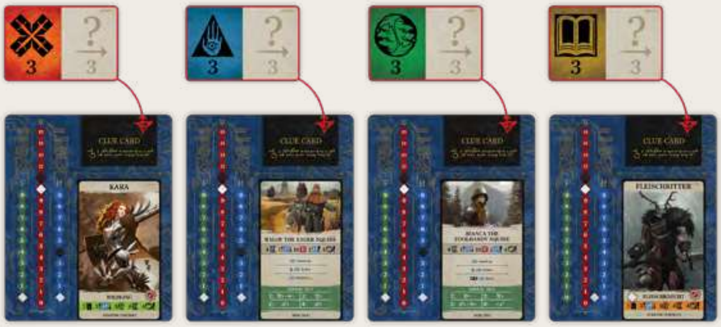
STEP 6

Each Quest, Investigation, and even a Free Roam, has a purpose. Sometimes it will be tangible, like reaching a particular place on the map or slaying a particular beast. Sometimes you will have to engage with a new specific mechanic. And sometimes you will be gathering information and Clues in a slightly more abstract way: by gaining Clue tokens of the instructed types.



If you gain enough of the indicated Clues by the end of the Expedition, you will be on your way to success! If not, your Adventure may take a darker turn—but, **crucially, it will continue, as Kingdoms Forlorn uses a fail-forward narrative mechanic!**

For the purposes of the tutorial, you have a clear task ahead of you, but you will also be trying to gain Clues.



Clue types assigned to Knights and Squires

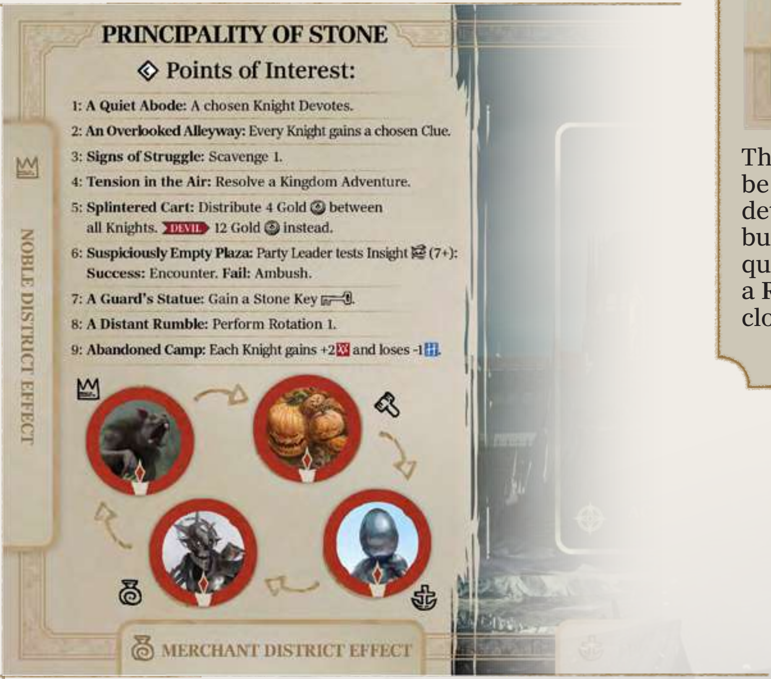
After you've set up your basic components, each Knight and Squire gains the following **Clue card**: Kara—Martial ✖, Fleischritter—Historic 📖, Bianca—Errant ●, Ralof—Mystic ▲. Place the cards on the top empty space on your Knight Boards. These are your **Primary** Clues! Now, you also need a **Secondary** Clue; to check what your Secondary Clue type is, look to the Knight (or Squire) to your right. That's right! The Primary Clue of your fellow player (or Squire) becomes your Secondary Clue. To mark this Secondary Clue, take a Clue token of that type and place it on your Clue card. And yes, this token **already counts** as the first collected token for that type!

During regular gameplay, when Knights are on a Quest, all characters except the Party Leader (Party Leaders have other things to worry about!) would draw a **random** Clue card, but for the sake of this LtP, we're following a more scripted approach. Your player characters are ready to go, so let's prepare the Kingdom and its denizens now. Proceed to the next step!

STEP 7 KINGDOM AND MONSTER SETUP

Time to prepare the Principality of Stone! First, place the *Principality of Stone **Kingdom Sheet*** in an accessible space on the table. Then, take the four Principality of Stone **Kingdom Tile decks** (Small ◻, Medium ⬠, Large ⬡, and Extra Large ⯃) and place them face down within reach.

Then, locate the Kingdom Sheet's **District Wheel** and place the following Encounter Monster tokens on it, in a clockwise order: Ratwolves, Pumpkinhead Monstrosities, Eggknight, and Ironcast Dead. Now we know what kind of Monster can be encountered in which part of the Kingdom! **Note:** In a regular game, the types of Monsters you can encounter would be randomized, based on the Kingdom's Bestiary and the current tier of your Knight!



PRINCIPALITY OF STONE

◇ Points of Interest:

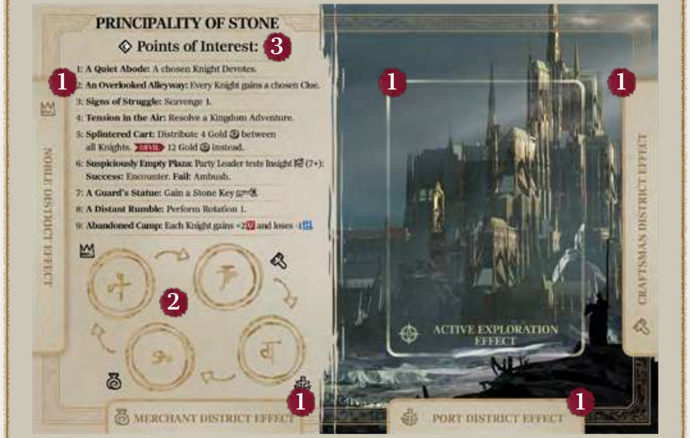
1: **A Quiet Abode:** A chosen Knight Devotes.
2: **An Overlooked Alleyway:** Every Knight gains a chosen Clue.
3: **Signs of Struggle:** Scavenge 1.
4: **Tension in the Air:** Resolve a Kingdom Adventure.
5: **Splintered Cart:** Distribute 4 Gold ◎ between all Knights. DEVIL 12 Gold ◎ instead.
6: **Suspiciously Empty Plaza:** Party Leader tests Insight (7+): **Success:** Encounter. **Fail:** Ambush.
7: **A Guard's Statue:** Gain a Stone Key.
8: **A Distant Rumble:** Perform Rotation 1.
9: **Abandoned Camp:** Each Knight gains +2 ✕ and loses -1 ▦.

NOBLE DISTRICT EFFECT
MERCHANT DISTRICT EFFECT

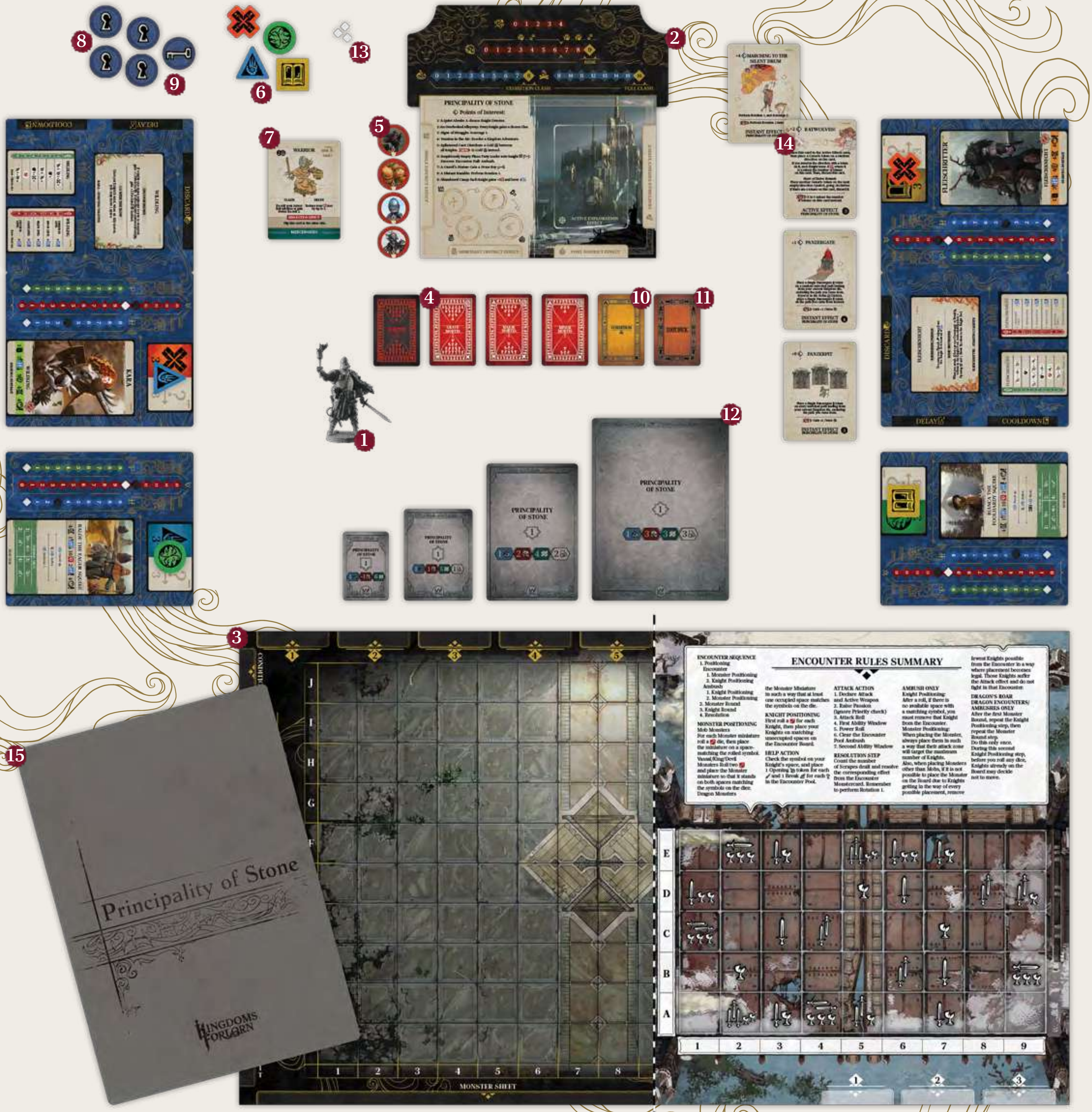
District Wheel initial setup

KINGDOM SHEET

The **Kingdom Sheet** includes all gameplay information you will need about a given Kingdom, such as spaces for effect cards ❶, the District Wheel ❷, and a Point of Interest table ❸.


PRINCIPALITY OF STONE
◇ Points of Interest: 3
1
1
1
2
1
1
NOBLE DISTRICT EFFECT
CRAFTSMAN DISTRICT EFFECT
ACTIVE EXPLORATION EFFECT
MERCHANT DISTRICT EFFECT
PORT DISTRICT EFFECT

The **District Wheel** represents which Monster can be found in which Kingdom district. Usually it will determine the Monster you would face in a Clash, but it may also be important for other effects or quests. Whenever the game instructs you to resolve a **Rotation**, move all tokens on the wheel one space clockwise.



①
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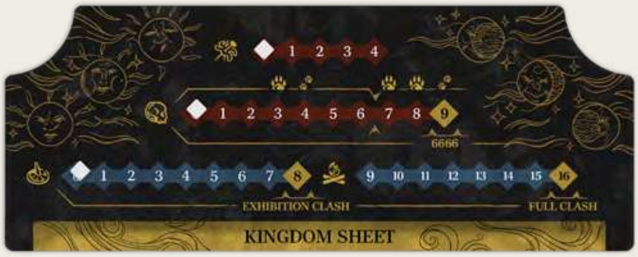
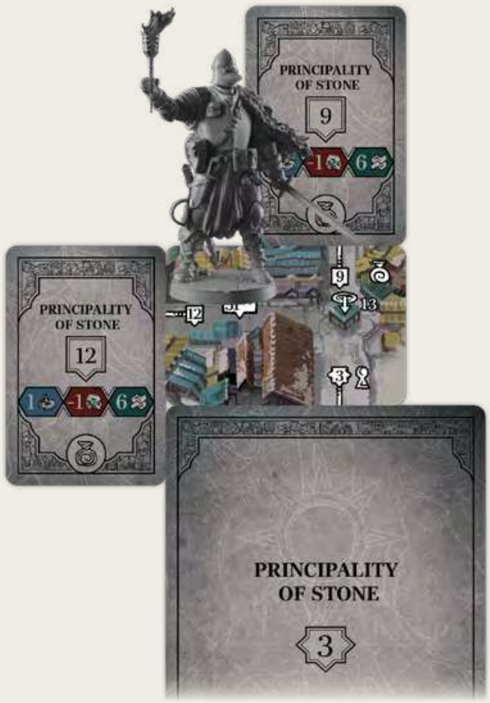
⑮
Principality of Stone
KINGDOMS FORLORN
ENCOUNTER RULES SUMMARY
MONSTER SHEET

KINGDOM AND MONSTER SETUP COMPONENTS

- Party marker ①
- Kingdom track ②
- Clash /Encounter Board ③
- Minor, Major, Grave Mortis, and Judicium decks ④
  Remove the following cards:
  Minor: *Thrown Off-balance*, *Distracted*, *Stone Spell*, *Slime Spell*, *Poison*
  Major: *Panicked*, *Stone Hex*, *Slime Hex*, *Poisoned*
  Grave: *Stone Scourge*, *Slime Scourge*, *Toxified*
- 1x Ratwolves, Eggknight, Ironcast Dead, and Pumpkinhead Monstrosities Encounter Monster tokens ⑤
- Clue tokens ⑥
- Warrior Mercenary card (Level 1) ⑦
- 4x Single Panzergate token ⑧
- 1 Stone Key token ⑨
- Condition deck ⑩
- Scavenge deck (made of Loot cards) ⑪
- Principality of Stone Kingdom Tile decks ⑫
- 3 Transparent acrylic cubes ⑬
- *Ratwolves!*, *Panzerpit*, *Marching to the Silent Drum*, and *Panzergate* Exploration cards from the Principality of Stone Exploration deck ⑭
- *Principality of Stone Kingdom Codex* ⑮

Next, place transparent acrylic markers on the **Kingdom Track** so that your **Threat**, **Curse**, and **Time** are all at "0". Place your starting tile, **S13**, in the middle of your play area, then place all the tiles that have paths leading to them **face down** (don't look at them!). **Note:** These tiles might be of various sizes, so they can come from different Kingdom tile decks.





The beginning of an Expedition

Now, stack the Exploration cards into a deck from top to bottom in the following order: *Ratwolves, Panzerpit, Marching to the Silent Drum, Panzergate.* Set the rest of the elements aside for now, and proceed to the Outpost Phase. **Note:** In a regular game, you'd be using a full Exploration deck, and the cards in it would be randomized!

KINGDOM TRACK

The Kingdom track includes three statistics: Threat, Curse, and Time. The **Threat** and **Curse** tracks represent the growing dangers of traversing the Kingdoms, while **Time** reflects the passage of hours during an Expedition. These statistics are shared by the whole Party, and may affect various in-game effects or trigger new ones.

Whenever you gain any of these stats, move the marker on the corresponding track. Similarly, if you activate an effect that causes you to lose that stat, lower its level on the track.

Note: Keep in mind that if Threat or Curse increase to over the maximum value, **it will result in an immediate Delve loss.** Also, certain effects will become more deadly the more these statistics go up.

KINGDOM DISTRICTS

The Kingdoms you travel through are **divided** into various Kingdom-specific districts, which are relevant for certain effects, such as the kind of Monsters you may encounter, or District effects applied by Exploration cards. The district a Kingdom tile is a part of **is marked with an appropriate symbol.** It can usually be found in the upper right corner of the frontside of a tile, and the center of the backside.

STEP 8 OUTPOST PHASE

BEFORE YOU START PLAYING

You are about to start playing *Kingdoms Forlorn.* Follow the instructions in the tutorial closely, as it is designed in a way that will allow you to learn about the various aspects of the game in a **step-by-step manner**.

Before venturing beyond the Deep Fog, your Knights need a place to prepare. Open the *Principality of Stone Kingdom Codex* on **Outpost**, p. 6. Outposts function as hub areas your Knights visit before leaving on an Expedition, during the aptly named Outpost Phase. Outposts come in different shapes and sizes, depending on the explored Kingdom, and can provide various resources for your party, such as Mercenaries for hire, or Scouts to help navigate the Kingdom. To learn about all Outpost steps in detail, see Outpost Phase on p. 28 in the Rulebook.

Now, time to make some preparations for our adventure! Refer to the **Scout's Guild section** – Scouts are a type of hired help for the party that can help you navigate the Kingdoms you visit. Since we have 5 Gold to distribute, let's hire the **Local Urchins** for 3 Gold–these are also the only Scouts available when you're starting out (denoted as the "Mob" tier). You may learn more about tiers in the Rulebook, on p. 12.

Note the **Early Bird effect** at the top of the Scout's Guild section. Each Outpost section has a unique Early Bird effect, **and you can activate only one**, depending on where you go **first**–the Party Leader should note it on their Knight Sheet. The effect of Local Urchins allows you to **reveal one tile** connected to your starting tile. Let's reveal **L3**, and place a Generic token on it to mark it as **Unexplored**.

Next, refer to the **Mercenary Guild** area. This is where you can acquire some additional muscle for your Expedition. Let's hire the **Warrior Mercenary** for our last 2 pieces of Gold–take the Mercenary card that you prepared beforehand. Each Mercenary has several different abilities that will come in handy during the –we'll get to them later.

Since the party is now out of money, let's proceed straight to the Lead Forth step. However, in a regular game there will be more places to visit: the Inn, where you can gain a random bonus; the Merchant's Workshop, where you can buy equipment, or upgrade what you already own; the Notice Board, where you can take on additional Quests; or the Shrine of the Saints, where a Knight can gain a blessing from a higher power!

Lead Forth is the step where, in the full game, you will decide on your Loadouts–Gear and all other Knight elements to take on your Adventure. Since all characters in the LtP are equipped with predetermined cards, all that's left is to place the **Party marker** on your starting tile. The Party marker serves as a visual representation of your party–whenever you move to a new tile, you should move the marker accordingly. We can now begin the Delve: **see 0001**!

DELVE ROUND 0

STEP 9

0001 *The Fog parts before the Knights, releasing them from its clammy, frigid grasp.*

Ahead of them, the Principality of Stone. Eisernwald, it was once known. Now, just a blighted ruin. The wind echoes through abandoned streets, releasing a low, mournful dirge that tells of the death of a once-thriving nation.

The Knights lead their troupe into the snow-choked streets of the city, heading for the location their scouts have identified. A place where red-robed figures were seen to be scurrying. The cultists. They seem to be congregating around the old Hanza Hall, once the fortress of the commercial powers in the Principality, before its fall. If that is the cultists' base of operations, then that is where their prisoner will be held.

The expedition turns a corner in the cramped alleyways, almost to the heart of the Merchants' District, when the ground beneath their feet trembles. A quake, shivering through the earth and the cracked cobble streets. Suddenly, a terrible groan echoes through the air, and a wall of metal surges up ahead of the Knights. A massive gate of rusting iron rises from the earth, blocking the way ahead. Its emergence feels almost ... vindictive. A personal insult.

Kara steps forward, inspecting the iron for a weakness, but finds none. She does, however, find a large, ornate lock.

"Too fancy to pick, too hefty to break," she mutters. "We need to find a key."

"Where could we find one?" the Fleischritter asks.

"If anybody would have the keys to the city ... it'd be the Eiserngard," Kara muses. "The maps showed an old guard tower somewhere to the northwest of here. We should start looking there."

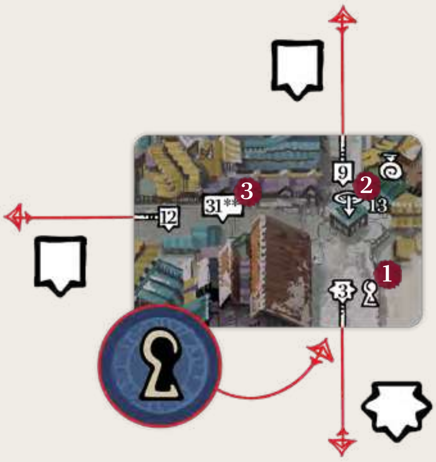
Below, you will find a new objective, one that has not been mentioned in the Quest's opening paragraph. This is normal! New objectives can be introduced at any point during the expedition, and your original objectives may also change. Be on the lookout, and **use the Knight bookmark to mark the page with your current objective.**

Your objective: Seek out a Stone Key to get past the Panzergate. You can find one to the **northwest**.
Once you find a Stone Key, during the Story step, see 0002.
Proceed to the Delve Phase.

What Panzergate, you might ask? Don't worry, everything will be explained in the next step.

STEP 10 DELVE PHASE

The **Delve Phase** is where you finally cross the Deep Fog and enter one of the ***Kingdoms Forlorn*** to achieve your objectives. The Delve Phase encompasses the entirety of the game played on the Kingdom Map, like traversal, Monster encounters, adventures, and story interactions. Usually, your expedition will compose of **two** Delve Phases, broken up by an Exhibition Clash and Rest Phases, and finished with a Full Clash. You have a limited amount of time before you need to retreat to the safety of the Border, so make it count. The Delve Phase is played in **rounds**, each corresponding to one hour on the Time ⏲ track. For a detailed breakdown, see Delve Round Sequence, p. 14. As you might have noticed, the tutorial expedition only has one Delve Phase and one Clash Phase!



Delve Round 0

First things first. Take a look at your **Starting tile.** Every Kingdom tile has a number and a size; those are always denoted on a **valid path**.

You will notice that your starting tile has **three** paths available, leading to tiles of two different sizes. The 💰 symbol denotes that the tile belongs to the Merchant district of the Kingdom—every Kingdom tile has a district it belongs to, which is relevant for many game effects.

There are also **three distinct symbols** on our starting tile: there's a **Single Panzergate** ① (see Hindering tokens box) located on the path leading to L3, denoted by the 🔒 symbol. It means you must place a Single Panzergate token with **one lock icon on it.** To open the path, you will need a **Stone Key** 🗝. Since we are yet to find one, we must ignore that path for now.

The second symbol ② represents a **Passage Down** to a Sub-kingdom. We will ignore it during this tutorial. If you have the *Ten Thousand Succulent Fears* expansion, you may learn more about it in the Sub-kingdom section on p. 5.

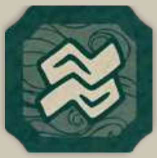
As for the last symbol ③, it is a part of an **Exploration Cipher.** When combined with your Knight's Exploration Cipher (remember, you got these at the start of the Adventure, in STEP 3!), the two will form a paragraph number you may find in that Kingdom's Codex. **For the purposes of this Learn to Play, we included them here,** so simply refer to the next page to read the story passages - 3199 for Kara, and 3100 for Fleischritter. Once you finish, proceed to Delve Round 1. **Note:** Some Kingdom Exploration Ciphers may be more hidden than others ...

EXPLORATION CIPHERS

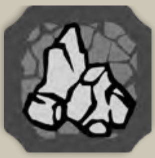
You may sometimes find a part of a **Cipher** on Kingdom tiles. When combined with your Knight's Exploration Cipher, which you will gain from your Knight-book, it will form a **paragraph number** for you to read in that Kingdom's Codex.

HINDERING TOKENS

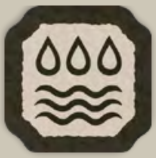
Hindering tokens are a token category that includes all tokens that hinder your ability to move between Kingdom tiles in some way, or trigger other negative consequences for the player once you move onto them. Some can be removed by specific means, like **Panzergates**, while others are permanent, and stay on the Kingdom map for the remainder of the Delve.



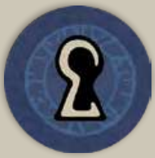
Deep Fog token



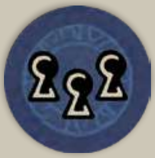
Rubble token



Flood tokens



Single Panzergate token



Triple Panzergate token

STEP 11

3199 *The high-spirited Wilder Knight strides forward boldly, eager to chart fresh trails through the long-dead Kingdom. She can't wait to bring news back to her father, Tavin. Tales bubble up in her mind as she gazes to the abandoned streetways of Eisernwald. Tales Tavin told of brave Knights venturing where no other would dare, saving the needy and bringing hope to the people.*

Now, she has a chance to be one of those heroes! She can't wait ...

Kara gains +1 ▣. **Return to the Delve.**

STEP 12

3100 *The Butcher Knight looks around at the empty streets, breathing deeply of the Principality's dusty, dead air.*

There's no scent of life here. No prey species, no predators, scarcely even any vermin or scavengers. The entire realm is still, devoid of warm, living meat. The seasoned hunter grasps the hilt of his carving knife, knowing that there are things other than flesh and blood that could be prowling.

Fleischritter places 1 Fleisch 🔪 token on his Knight Board. **Return to the Delve.**

KINGDOM TILES

Kingdom tiles come in four sizes: Small □, Medium ⬠, Large ⬡, and Extra Large ✪. Each possible path informs you of the size of a Kingdom tile it leads to. Each Kingdom may also have a Kingdom-specific tile, which has its own symbol ⌑. Such tiles will be explained in the Codex of a given Kingdom.

Generally, the larger the size of a tile, the more likely it is you will gain additional Clues by traveling there, and the higher your chance of finding a Point of Interest. However, larger tiles will also cause you to gain more Threat ☠. In other words, the higher the risk, the bigger the reward! The table below shows you how much Threat ☠ and how many Clues you should gain when traveling onto an Unexplored Kingdom tile of a given size. Special Kingdom tiles may have different values.

Tile size	Threat	Clue
Small □	-1	0
Medium ⬠	+1	+1
Large ⬡	+2	+2
Extra Large ✪	+3	+3

DELVE ROUND 1

STEP 13

The Delve Phase—the part of the game played on the Kingdom map—is resolved in rounds, each round equating to roughly one hour of time spent in the Deep Fog. It is dangerous to stay here for long, and after some time, you will have to retreat. This means that, in the regular game, you will play a fixed number of rounds during which you need to fulfill your objectives!

First, let's check out the round sequence below.

STEP 14 DELVE ROUND SEQUENCE

A Delve Round consists of the following steps, resolved in order:

1. **Travel step:** As a party, decide which facedown tile you want to travel onto, or whether you want to Backtrack, or Enter the Deep Fog.
2. **Kingdom Tile step** (skip during the Backtrack):
   - **a.** Resolve all symbols on the back of the facedown tile you're traveling to.
   - **b.** Reveal the tile and move your Party marker onto it.
   - **c.** Check your new tile for paths leading out of it and place all corresponding Kingdom tiles connected to your current tile facedown on the table.
   - **d.** Resolve Encounter Monster spawns and movement, if any.
   - **e.** Finally, resolve all symbols on the front of the faceup tile you have moved to.
3. **Exploration step:** Draw and resolve the top card from the Exploration deck.
4. **Story step:** If prompted, read your Knight's story paragraphs and resolve any time-specific events. **Note:** As the stories in ***Kingdoms Forlorn*** rarely follow a strict formula, this step can intersect other steps (this will be clearly indicated by the appropriate game element).

We won't be covering the Deep Fog and Encounter Monster spawning here, but if you'd like, check p. 33 and p. 34 in the Rulebook respectively for details.

As always, you don't have to memorize it! Now, let's go through those steps in order!

STEP 15 TRAVEL STEP

Every Delve Round begins with the Travel step, where you decide which way to go. Traveling between Kingdom tiles is the standard way of movement during the Delve Phase. In the Travel step, you can always move **one tile** per Round, and you can only travel between two tiles if they are connected by a **path**.

The path to L3 is blocked for now, but there are two other paths we may follow, leading to tiles S12 and S9. Let's head north, to S9. Do not move the Party marker just yet, as we have to resolve the symbols at the tile's back first.

STEP 16 KINGDOM TILE STEP

First, always resolve **all symbols** found at the bottom of the tile's back. The S9 tile has two symbols, +1 ⏲ and -1 💀. Here's what they mean:

+1 Time ⏲: Typically, no matter where and how you move, during each Delve Round you will advance Time ⏲ by 1. ⏲ reflects the passage of hours during an Expedition and, as mentioned before, when your time runs out, you'll have to retreat to the safety of an Outpost, outside of the Deep Fog!

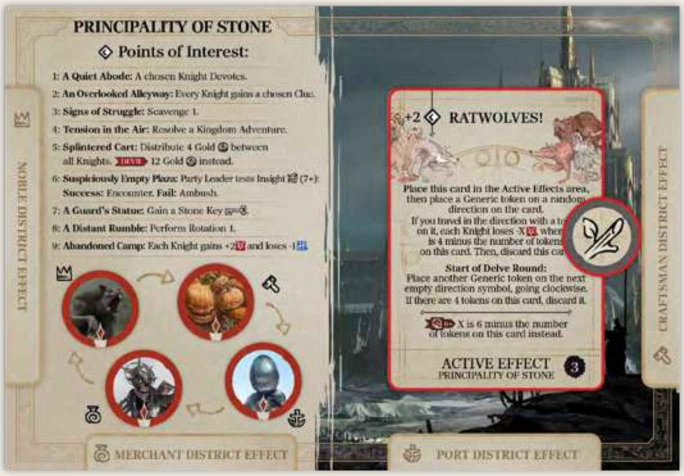
-1 Threat 💀: Depending on tile size, you will either gain or lose 💀. The larger the tile, the more 💀 you gain. Moving onto Small tiles, such as S9, is the main way of maintaining your 💀 at a low level. And you want it to stay as low as possible, because high Threat 💀 triggers additional negative effects, and exceeding the maximum amount of Threat 💀 on the track makes you **lose the entire expedition!**

To resolve these effects, move cubes on the Kingdom track the appropriate number of spaces. Note: since your Threat 💀 is already at "0", it cannot be lowered.

Then, flip the tile face up, **move your Party marker** onto it, and place tiles M6 and M7 facedown adjacent to your current tile – these are new paths leading out of your new current tile, **S9**.

STEP 17 EXPLORATION STEP

Let's move to the Exploration step. Draw the top card from the Exploration deck and resolve its effects. According to our earlier setup, it should be the *Ratwolves!* card. Read the card's effects first, then place it in the Active Effect space of the Kingdom Sheet. During regular gameplay, you would now draw a Minor Mortis card and determine a random direction, but since we're following a more scripted playthrough, we'll place the Generic token on a predetermined side of the card – the right side. Note that there are two ways to get rid of this pesky effect. One would be to immediately travel toward the Generic token and lose W, the other would be to wait out four rounds by moving in different directions – effectively running away from the Monsters!



◇ Points of Interest:

1: **A Quiet Abode:** A chosen Knight Devotes.
2: **An Overlooked Alleyway:** Every Knight gains a chosen Clue.
3: **Signs of Struggle:** Scavenge 1.
4: **Tension in the Air:** Resolve a Kingdom Adventure.
5: **Splintered Cart:** Distribute 4 Gold between all Knights. DEVIL 12 Gold instead.
6: **Suspiciously Empty Plaza:** Party Leader tests Insight (7+): **Success:** Encounter. **Fail:** Ambush.
7: **A Guard's Statue:** Gain a Stone Key.
8: **A Distant Rumble:** Perform Rotation 1.
9: **Abandoned Camp:** Each Knight gains +2 W and loses -1.

Place this card in the Active Effects area, then place a Generic token on a randon direction on the card.
If you travel in the direction with a to on it, each Knight loses -X W, wher is 4 minus the number of token on this card. Then, discard this ca

Start of Delve Round:
Place another Generic token on the next empty direction symbol, going clockwise. If there are 4 tokens on this card, discard it.

X is 6 minus the number of tokens on this card instead.

Resolving Exploration effects

Next, see the **Gated Effect** at the bottom of the card, separated by a horizontal line. Exploration cards sometimes include additional, usually negative effects that trigger when you meet their specified condition. This one would have triggered on high Threat, just as we warned you before! Thankfully, we can ignore it this time, but the longer an Expedition goes on, **the more likely** it is you'll start triggering Gated Effects. There are also some very rare and powerful positive effects you might encounter this way, but that's for you to find out!

As there are no story events to resolve, let's proceed straight to the next Round.

GATED EFFECTS

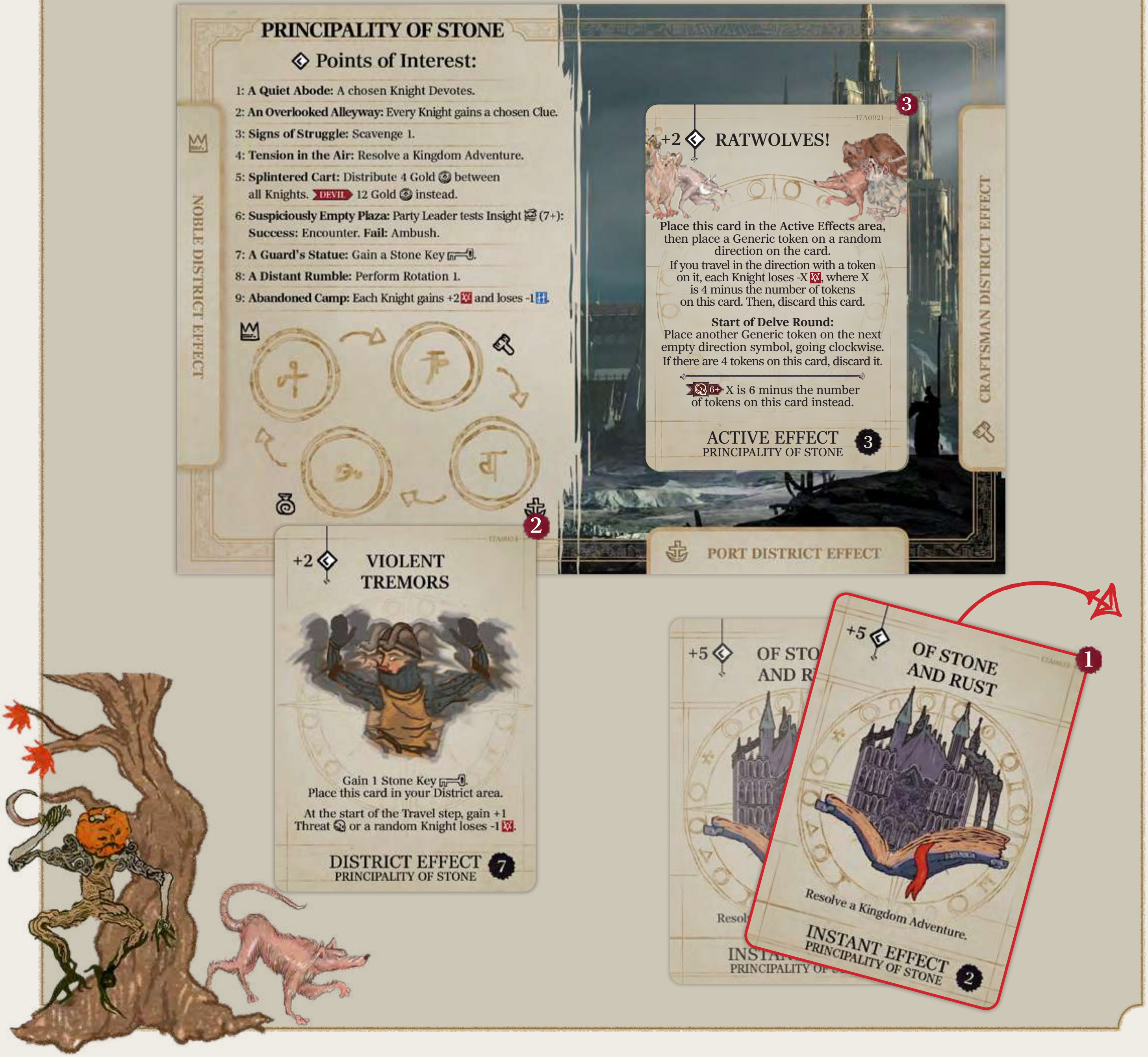
Many abilities and effects of Gear cards and other game elements unlock when some other requirement is met, for example having an appropriately low Peril threshold, see Peril Arc, p. 18 in the Rulebook.

For example, if a game element has a Minor Mortis Gated Effect, you can use it on all Peril thresholds except uninjured.

EXPLORATION CARD EFFECT TYPES

Exploration cards have three types of effects:

- **Instant** ①: cards with an instant effect are discarded immediately after you resolve them.
- **District** ②: cards with a District effect are placed on the District effect space of the Kingdom Sheet. Their effects linger in a particular area of the Kingdom map, and usually cannot be discarded by regular means. There can be multiple District effects in play at the same time.
- **Active** ③: cards with an Active effect are placed in the Active Effect space of the Kingdom Sheet. There is always one Active Effect space on the sheet; if that space is already occupied by another Exploration card, discard the newly drawn card instead (the older effect persists!). Active effects linger either until the players fulfill a condition specified on the card, or until a specific number of rounds passes.



PRINCIPALITY OF STONE

Points of Interest:

1: **A Quiet Abode:** A chosen Knight Devotes.
2: **An Overlooked Alleyway:** Every Knight gains a chosen Clue.
3: **Signs of Struggle:** Scavenge 1.
4: **Tension in the Air:** Resolve a Kingdom Adventure.
5: **Splintered Cart:** Distribute 4 Gold between all Knights. DEVIL 12 Gold instead.
6: **Suspiciously Empty Plaza:** Party Leader tests Insight (7+): **Success:** Encounter. **Fail:** Ambush.
7: **A Guard's Statue:** Gain a Stone Key.
8: **A Distant Rumble:** Perform Rotation 1.
9: **Abandoned Camp:** Each Knight gains +2 and loses -1.

+2 RATWOLVES!

Place this card in the Active Effects area, then place a Generic token on a random direction on the card.

If you travel in the direction with a token on it, each Knight loses -X, where X is 4 minus the number of tokens on this card. Then, discard this card.

Start of Delve Round:
Place another Generic token on the next empty direction symbol, going clockwise.
If there are 4 tokens on this card, discard it.

6+ X is 6 minus the number of tokens on this card instead.

ACTIVE EFFECT 3
PRINCIPALITY OF STONE

+2 VIOLENT TREMORS

Gain 1 Stone Key.
Place this card in your District area.

At the start of the Travel step, gain +1 Threat or a random Knight loses -1.

DISTRICT EFFECT 7
PRINCIPALITY OF STONE

+5 OF STONE AND RUST

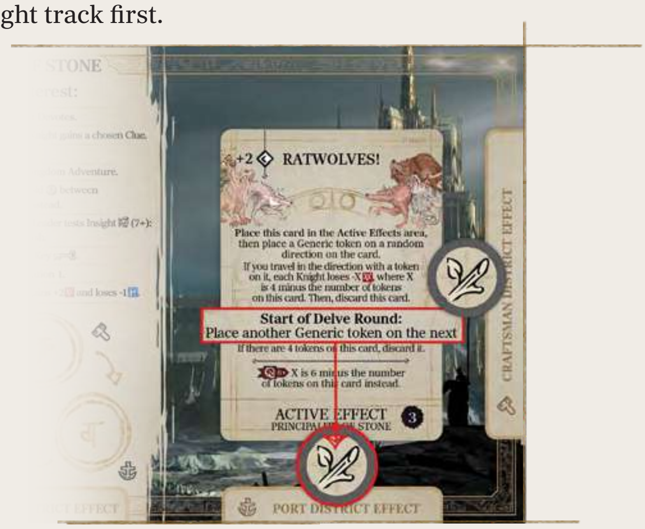
Resolve a Kingdom Adventure.

INSTANT EFFECT 2
PRINCIPALITY OF STONE

DELVE ROUND 2

STEP 18 START OF ROUND

The **Start of Delve Round effect** of the *Ratwolves!* card triggers now. Place another Generic token on the next empty direction symbol, going clockwise, in this case, on the bottom of the Exploration card. Thanks to the hint we got at the start of the Expedition, we know that we should now head northwest, but let's make sure we are on the right track first.

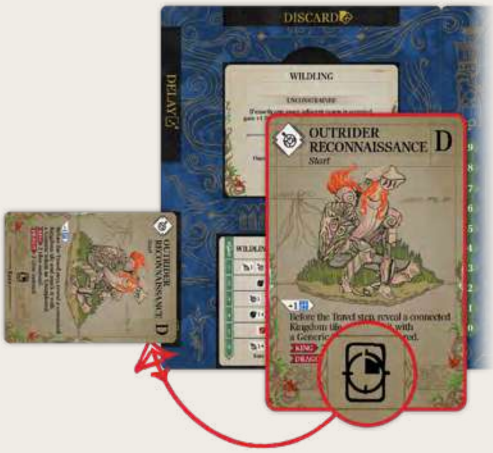

+2 RATWOLVES!
Place this card in the Active Effects area, then place a Generic token on a random direction on the card.
If you travel in the direction with a token on it, each Knight loses -X where X is 4 minus the number of tokens on this card. Then, discard this card.
Start of Delve Round:
Place another Generic token on the next
If there are 4 tokens on this card, discard it.
X is 6 minus the number of tokens on this card instead.
ACTIVE EFFECT
PRINCIPALITY OF STONE
CRAFTSMAN DISTRICT EFFECT
PORT DISTRICT EFFECT

Resolving the Start of Delve Round effect

Kara can use her Delve Technique *Outrider Reconnaissance* (it's on the other side of *Like the Wind* card) to **reveal** one connected tile. Let's reveal **M6**. The **cost** of this Technique is **1 Heat**, meaning that Kara must gain +1 after using it: move the Heat cube indicator one space up on that track.

Technique cards always include a **cost** required to use them, and a Knight must be able to pay the cost in order to use that Technique card. By using the Technique, you also trigger an additional bonus, called a **Warm-up** effect, denoted in the upper left corner. In our case, it adds an Opening token to the Knight Pool. It will come in handy later! These additional Warm-up bonuses are always activated alongside the Technique without any additional cost (see the Warm-up and Exert box for details).

Once you finish resolving a Technique card, always place it in the **appropriate area** on your Knight Board, noted on the bottom of the card. In this case, it's the **Cooldown** area.


DISCARD
DELAY
WILDLING
OUTRIDER RECONNAISSANCE
D
Start

Cooldowning a Technique card

WARM-UP AND EXERT

Most Technique cards have additional Exert and/or Warm-up effects. These effects are located in the upper left corner of the cards. They provide small combat bonuses, such as dice re-rolls or additional Knight tokens.

During a Delve, whenever you use a Technique, trigger and resolve its Warm-up effect. These effects place tokens in the Knight Pool, for future use during a Clash.

During a Clash, when you are performing an Attack, you may, at any moment, **Deplete a Technique card from your hand** to resolve its Exert effect. For example, after a Power Roll, you may use a Technique with a Break as an Exert effect, to immediately add a Break token to the Knight Pool. **Note that cards used in this way do not provide their other abilities!**

TECHNIQUE CARDS AND DEPLETION

At the bottom of Technique cards is a Depletion symbol. When you use a Technique, it will most often require you to either Cooldown, Delay, or Discard it afterward. When that happens, place the card in the appropriate area of your Knight Board. The last type of Depletion is **Instant**. When you use a Technique with an Instant Depletion, it returns to your hand at the end of the current Round (Knight or Monster Round).

Cooldown: Cards in the Cooldown area return to your hand when they are refreshed. When instructed to Cooldown a card, place it in your Cooldown area.

Delay: Cards in the Delay area are moved to the Cooldown area when refreshed. When instructed to Delay a card, place it in your Delay area.

Discard: Cards in the Discard area **cannot** be refreshed, and consequently cannot be recovered by regular means, outside of Rest. When instructed to Discard a card, place it in your Discard area.

STEP 19 TRAVEL STEP

Look! The newly revealed M6 tile can grant us a Stone Key! Just what we were looking for! Let's move to **M6**.

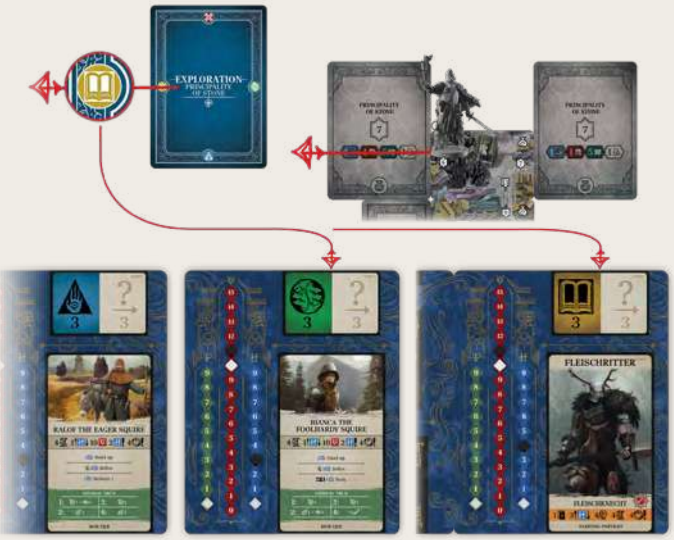
STEP 20 KINGDOM TILE STEP

The tile you're moving to, M6, is revealed, but has a Generic token on it. This means it's considered Unexplored. **When you move onto tiles that are considered Unexplored for any reason, you resolve both sides of the Kingdom tile, starting from its back, just as if the tile was facedown.**

So, remove the Generic token, and, just like before, start by resolving the back of the tile. Gain +1 and +1, and move the markers on the Kingdom track just as in the previous Round. The **Early Bird** effect of our **Local Urchins** activates now, negating the gain to 0! That's all they can do for us in this Expedition.

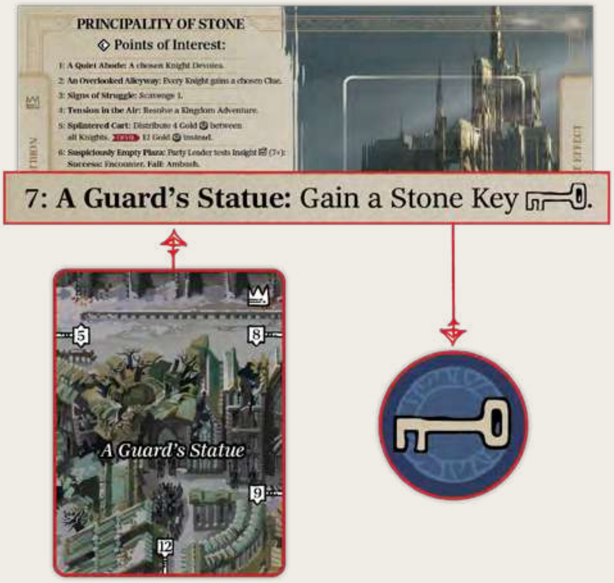
However, this time the tile shows a new symbol: “+” – This symbol denotes a **Clue**! Whenever you encounter a Clue symbol on a Kingdom tile, each Knight may gain a Clue token of a given type, but **only if the Clue type matches the Clues from their Clue card—either the Primary or Secondary one.**

So, how to determine what type of Clue you've found by moving to this new tile? For that, check the **direction of the Party's movement**—during the Travel step, you went west (to the left) from S9 to M6. Now, look at the **Exploration deck**. You probably already noticed that there are four Clue symbols on the back of these cards. Check the symbol corresponding to west on the current **top card** of the deck– each Knight and Squire whose Primary or Secondary Clue matches that Clue can collect one now: place a **Clue token** of that type on their Clue card.


EXPLORATION
PRINCIPALITY OF STONE
PRINCIPALITY OF STONE
PRINCIPALITY OF STONE
RALOF THE EAGER SQUIRE
BIANCA THE FOOLHARDY SQUIRE
FLEISCHRITTER

Gaining Clues during the Travel step

Next, flip the Kingdom tile and move your Party marker onto it. Then, place tiles M5 and S8 facedown adjacent to your current tile—as before, these indicate the possible new paths out of tile M6. The ◇ symbol means we found a **Point of Interest**! You can find the Point of Interest table on the Kingdom Sheet. This particular Point of Interest, *A Guard's Statue*, always provides the same effect—you gain a **Stone Key**.
Take the Stone Key token. Now that you have it, you've finished your current objective!


PRINCIPALITY OF STONE
◇ Points of Interest:
1: A Quiet Abode: A chosen Knight Devotes.
2: An Overlooked Alleyway: Every Knight gains a chosen Clue.
3: Signs of Struggle: Scavenge 1.
4: Tension in the Air: Resolve a Kingdom Adventure.
5: Splintered Cart: Distribute 4 Gold between all Knights. 12 Gold instead.
6: Suspiciously Empty Plaza: Party Leader tests Insight (7+): Success: Encounter. Fail: Ambush.
7: A Guard's Statue: Gain a Stone Key.
A Guard's Statue
5
8
9
12

A Point of Interest and a Stone Key

STEP 21 EXPLORATION STEP

Next, draw the top card from the Exploration deck–the *Panzerpit* card–and resolve it. Your path just became blocked! Since this is an Instant Exploration card, place it next to the Exploration deck–this is your newly created discard pile, where all resolved Exploration cards will land. Proceed to the Story step, and **see 0002.**

STEP 22 STORY STEP

0002 *Inside the old guard post, a tower standing watch over one of the borders between the city's districts, the Knights find a scene of violence. Something broke into the post, shattering the heavy wooden doors. Claw marks scar the stone walls, while desiccated bodies litter the floor, the remains of the Eiserngard stationed here.*

The two knights pick their way through until they find the guard captain's office on an upper floor. Kara approaches the body of the captain, his once-shining armor long rusted into uselessness. While she is distracted, Fleischritter kneels next to a large footprint in the dust. A heavy, wide tread. In the mark, he finds a spatter of still-wet slime, gleaming bright yellow and smelling faintly of meat.

Kara, meanwhile, has approached the captain's corpse, finding affixed to his rotted belt a large, heavy key of black iron. The lobe is twisted into the shape of a dragon, wings spread as it roars ferociously. The Wilder has heard tales of the Panzerdragons of Eisernwald, enough to recognize the likeness. This has to be the key they need. Now, to return to the stubborn gate.

Your Objective: Backtrack to S13 to the Panzergate and use the Stone Key to get to L3. When you reach Map tile S13 again, during the Story step, **see 0003.**
Return to the Delve.

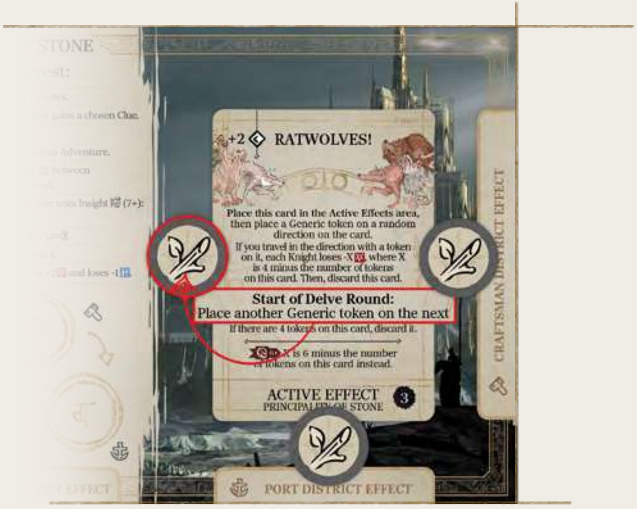
As always, when your objective changes, move your Knight bookmark to the page with a new objective, to denote it. Also note the timeframe to check the next story paragraph, “during the Story step.” This has been added to each tutorial paragraph, to make sure you resolve the story at the correct moment, but during regular play, all story events are **presumed** to happen during the Story step, unless explicitly stated otherwise.

There is no more story to be had at this point, so the Story step ends. After resolving the Story step, proceed to the next Delve Round.

DELVE ROUND 3

STEP 23

Just as during the previous round, the *Ratwolves!* Start of Round effect triggers. Place another Generic token on the next empty direction symbol, going clockwise, in this case, left of the Exploration card.


+2 RATWOLVES!
Place this card in the Active Effects area, then place a Generic token on a random direction on the card.
If you travel in the direction with a token on it, each Knight loses -X where X is 4 minus the number of tokens on this card. Then, discard this card.
Start of Delve Round:
Place another Generic token on the next
If there are 4 tokens on this card, discard it.
X is 6 minus the number of tokens on this card instead.
ACTIVE EFFECT
PRINCIPALITY OF STONE
CRAFTSMAN DISTRICT EFFECT
PORT DISTRICT EFFECT

Ratwolves are starting to box you in!

TRAVEL STEP

Your current objective is to travel to **S13** to open the Single Panzergate that leads to tile L3. There doesn't seem to be a shorter path to reach S13 other than through the tiles we have already moved through, so our best option would be to **Backtrack to S13.** Backtracking is what we call moving onto already explored tiles (see the Backtracking box for details).

However, to move back to the previous tile, we have no choice but to trigger *Ratwolves!*—since there are three tokens on the card already, each Knight will lose only -1 ♥. Before you touch your ♥ tracks, let's see that **Warrior Mercenary card** you've serendipitously hired! He was here all along, and now it's his time to shine. You can use the Mercenary's Delve ability to reduce one character's ♥ loss to 0! Let's do that for Kara. Once you do, remember to **flip** the Mercenary card to the other side (side B)! He still has one ability use to spend, and it will surely come in handy later. That takes care of the *Ratwolves!* card, you can discard it from the Active Effects area now. Also, remember to raise Fleischritter's Heat Limit ▣! according to his Peril Arc!

Now, since we need to Backtrack through each tile individually, first, move your Party marker to **S9** and gain +1 ⧗. Then, move your Party marker to **S13** and gain +1 ☠—that's as far as we can get this Round.

When you use your Travel step to Backtrack, you **do not resolve any symbols** on Kingdom tiles you move through, and you **skip the Kingdom Tile step.** That means no additional Time, Threat, Clues, or Panzergate tokens! Proceed to the next tutorial step!

BACKTRACKING

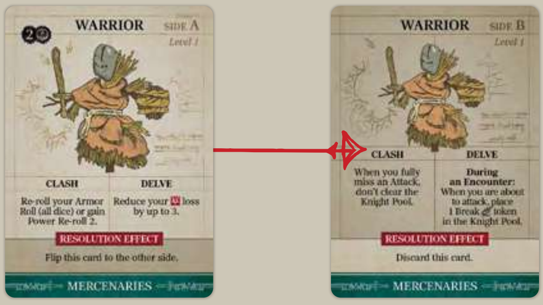
If you decide to Backtrack, advance ⧗ by 1, **skip the Kingdom Tile step,** move your Party marker and proceed straight to the Exploration step, drawing an Exploration card as normal. During a Backtrack, you may move through **any number of explored** Kingdom tiles, but you gain +1 ☠ for every Kingdom tile you move through, except the first one. Remember, regardless of the number of Kingdom tiles you have moved through, always advance ⧗ by 1!

Important: You cannot skip the Travel step to remain on one tile for more than one Round! In other words, you have to constantly move, never stay in place.

MERCENARY ABILITIES

Mercenary cards have Abilities that can be actively used during the Clash or Delve Phases. When you first hire a Mercenary, you start with the **unused side** (side A) of the card. After you use a Mercenary's Ability for the first time, flip the Mercenary card to its **used side** (side B). After you use the same Mercenary's Ability for the second time, **discard** the Mercenary card. Used Mercenary cards do not refresh during a Clash Aftermath or Rest, so spend them wisely!

In general, Mercenary Abilities can be used anytime during the Delve or Knight Round (except in the middle of other actions, unless explicitly stated otherwise). Certain Mercenary Abilities specify the exact moment when they can be used, either during the Knight Round or the Monster Round.


WARRIOR
SIDE A
Level 1
CLASH
Re-roll your Armor Roll (all dice) or gain Power Re-roll 2.
DELVE
Reduce your ♥ loss by up to 3.
RESOLUTION EFFECT
Flip this card to the other side.
MERCENARIES
WARRIOR
SIDE B
Level 1
CLASH
When you fully miss an Attack, don't clear the Knight Pool.
DELVE
During an Encounter: When you are about to attack, place 1 Break token in the Knight Pool.
RESOLUTION EFFECT
Discard this card.
MERCENARIES

Unused and used sides of a Mercenary card

STEP 24 EXPLORATION STEP

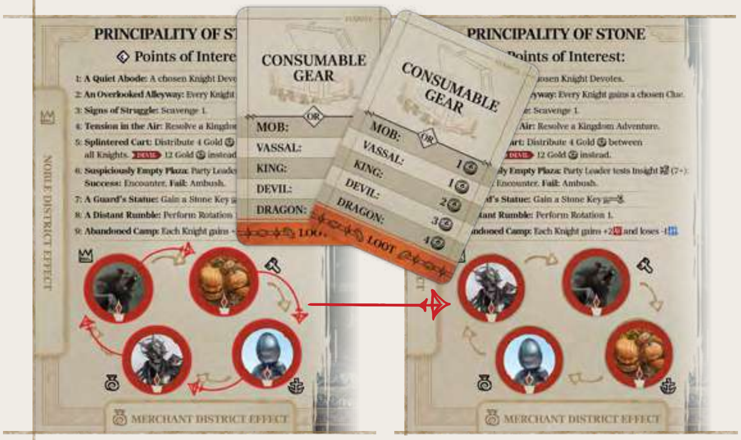
Find and resolve the *Marching to the Silent Drum* Exploration card, which introduces two new game terms. First, it instructs you to perform a **Rotation**—which means you should move all tokens on the District Wheel one space clockwise. Then, it tells you to **Scavenge 2,** which means you should take two cards from the **Scavenge deck** and add them to your Loot deck. Until now, the **Loot deck** was empty—find and take two Consumable Gear Loot cards from the Scavenge deck—they are now officially part of your Loot deck. Now, since we've fulfilled the current objective, let's go to the Story step.

LOOT DECK AND LOOT CARDS

Once an Expedition is concluded, your Knights will return to the Outpost to recover their strength and divide the loot: this will happen in the Spoils Phase! The entirety of the spoils they gain is represented by the **Loot deck**. Certain effects during the Expedition may instruct you to add cards to the Loot deck. Cards from it will be distributed between players at the end of the expedition, during **Loot Distribution**. You will be able to exchange your Loot cards either for Gold ◎ or for specific Gear ⚙ cards.

There are five different types of Loot cards:

- **Kingdom Gear Loot:** can be exchanged for Gear ⚙ card from the Kingdom you gained the Loot card in.
- **Upgrade Loot:** can be exchanged for a Upgrade ⚙ card which you may use to strengthen your current Gear ⚙.
- **Consumable Gear Loot:** can be exchanged for a special Gear ⚙ card that, after taking as part of your Loadout for an expedition, will move to the Merchant deck during the next Spoils Phase.
- **Exhibition Clash Loot:** can be exchanged for Gear ⚙ card from a Monster you resolved the Exhibition Clash against.
- **Full Clash Loot:** can be exchanged for Gear ⚙ card from a Monster you resolved the Full Clash against.



Resolving the Marching to the Silent Drum card effects

STEP 25 STORY STEP

0003 *The place where the knights' progress had been stymied before is once again before them, but it is no longer abandoned. Now, a hulking figure lumbers through the streets. It might have been mistaken for a man, if viewed from a distance, but when the duo draws close, they begin to see the wrong details. A body too large by far, towering as tall as two men. A bloated belly, echoing hollowly with the sloshing of something liquid, yet viscous. A large, ovoid-shaped helm, with two pinholes through which beady eyes might glare.*

The strange thing, this . . . "Egg-Knight", stalks the streetways, looking for prey.

The two knights can't risk fighting such a beast, much as they're tempted to. A child's life hangs in the balance, and the duo will do her no good crushed under this giant's boot.

Choose:
1. *"We don't have time to hide and wait." Kara huffs impatiently. "We could make a distraction, make a racket to lure it away from the gate, and slip through while it's confused!"* Create a distraction to lure the Eggknight away. Gain +1 ☠. **See 0004.**
2. *"We've stumbled on this thing's favored hunting grounds," Fleischritter warns. "Best thing to do is have patience, and wait for it to move on, get wind of something else."* Stay hidden, and wait for the Eggknight to leave. Advance Time ⏱ by 1. **See 0005.**

Whenever you get a paragraph like this, you have to make a choice. Each choice has consequences—some will be seen outright, like the +1 ☠ or +1 ⏱, and some are unforeseen, but often hinted at by the story text. Make your choice!

0004 *The duo scuttle down a side street, until they find an old ironworks, its forge split open by some chaotic explosion that spilled a tide of slag, ash, and rubble everywhere. Within the old building, they find a big iron cauldron, turning it over so the Fleischritter can strike its bulbous belly.*

The clangor rings out, loud enough to wake the dead. Certainly enough to garner the Eggknight's attention. A reverberant snarl echoes through the streets, along with the thunder of heavy, steel-clad footsteps.

The pair don't stick around to meet the creature, instead circling back to the now unattended gate.

Mark "LTP1." See 0006.

You are told to mark "LTP1." This is a matrix code command, which represents a choice with lasting consequences! You can notice those in the bottom right corner of the Knight Sheets. In regular play, you will be marking the codes there; for the tutorial, note them in the "Boons, tally marks and notes" section of the sheet.

0005 *Kara practically vibrates with impatient energy, but the calmer Fleischritter manages to keep her tense energy in check. Out in the open, the Eggknight continues to prowl, lowering its rounded head to snuffle at piles of rags, poking with the long fingers of its gauntlets at discarded rubble, stalking for some unseen prey.*

Finally, the beast moves on, unable to find anything to satisfy its desires here. The two Knights wait a few minutes longer, just to be sure, before scurrying from hiding. Kara cannot help but look at the sky, noting how much lower the sun is. They've lost a lot of time.

Mark "LTP2." See 0006.

You are told to mark "LTP2." This is a matrix code command, which represents a choice with lasting consequences! You can notice those in the bottom right corner of the Knight Sheets. In regular play, you will be marking the codes there; for the tutorial, note them in the "Boons, tally marks and notes" section of the sheet.

0006 *The key grinds into place with a heavy clunk. Kara flings all her weight behind it, and it slowly turns in the lock, the shriek of metal sliding against metal ear-rending. There's another thud from within, and the sounds of gear mechanisms turning until, finally, the entire gate shudders and begins to sink into a recess in the ground. The way is open and, ahead, the imposing silhouette of the Hanza Hall awaits.*

Your Objective: Travel to Map tile L3. When you do, during the Story step, **see 0007.**
Return to the Delve Phase.

This is your new objective, move your Knight bookmark here!

There is no more story to be had at this point, so the Story step ends. After resolving the Story step, proceed to the next Delve Round.

DELVE ROUND 4

STEP 26

Since you have a Stone Key now, you can pass through the Panzergate and complete your initial objective!

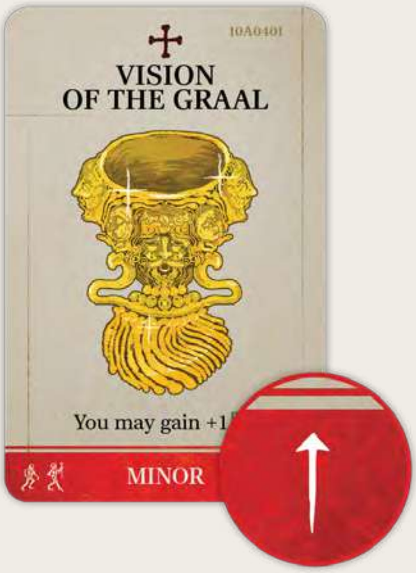
TRAVEL STEP

Move to L3. To use a Stone Key, simply discard both that token and the Single Panzergate token.

KINGDOM TILE STEP

Since L3 is a large tile, there is a lot happening here—gain +1 ✋, +2 ☠, and +2 ♟; since it was already revealed (but remains Unexplored), remember to start by resolving the back of the tile.

Whenever you gain **multiple** Clues from a single Kingdom tile, gain the first Clue as normal—based on the direction of your movement and the top Exploration card. Then, to determine the type of each subsequent Clue after the first one, draw a **Minor Mortis card**, check the **direction symbol** in the bottom right corner and cross-reference it again with the top Exploration card. The Mortis card is then discarded to the bottom of the deck. **Note:** This may very well lead to gaining 2+ Clues of the same type!



Example of a Minor Mortis card direction

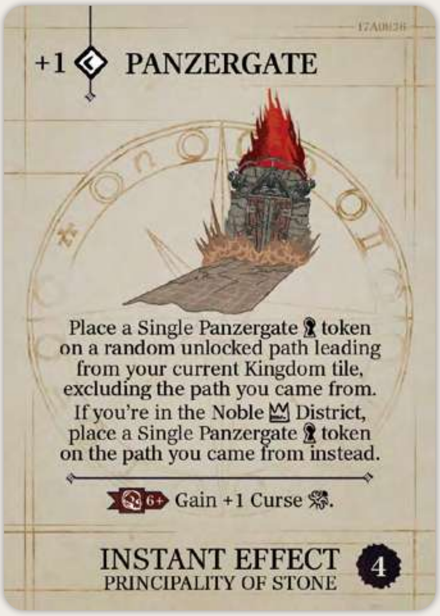
Next, flip the tile and move your Party marker onto it. Finally, place tiles **M10**, **S15**, and **S14** face down and adjacent to it on the table. This time we encounter a ◈ symbol that has a **number** next to it. To resolve it, we must flip the top Exploration card. By now, there should be only one card left in the Exploration deck—the *Panzergate* card. The PoI modifier, found in the top left corner of this card, is +1, so the total number we get is 2. Now, refer to the *Principality of Stone Kingdom Sheet* and resolve the corresponding effect, *An Overlooked Alleyway*. **Note:** Whenever a game effect allows you to gain a "chosen" Clue, you're still bound by the types of Clues on your Clue card!

When you're done, proceed to the next tutorial step.

STEP 27 EXPLORATION STEP

Now let's resolve the previously flipped *Panzergate* Exploration card—we used it to check a number, but that doesn't mean the card was discarded! We're not in the Nobles district, so we must resolve the first effect and place a Single Panzergate token on a random path. This time, we'll do it the proper way and determine the path randomly, by drawing another Minor Mortis card and checking the direction symbol in the bottom right corner, just like with the additional Clue earlier! Oh, and don't forget to place that Mortis card at the bottom of its deck!

Remember to resolve the **Gated Effect** if it applies as well! Once you're finished resolving the card, proceed to the Story step.



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+1 ◈ PANZERGATE

Place a Single Panzergate token on a random unlocked path leading from your current Kingdom tile, excluding the path you came from. If you're in the Noble District, place a Single Panzergate token on the path you came from instead.

6+ Gain +1 Curse.

INSTANT EFFECT 4
PRINCIPALITY OF STONE

The Panzergate Exploration card

CHOOSING A RANDOM ELEMENT

When you are asked to choose any random element, perform the following:

- **Random Knight:** Roll one ◆ for each Knight. The lowest roll designates the randomly chosen Knight.
- **Random path:** Draw the top card from the Minor Mortis deck. The arrow in the bottom right corner designates the randomly chosen path. Place the drawn card at the bottom of the deck. If more than one path leads in the same direction, you may choose which to follow. If there is no path in that direction, choose the next path in clockwise order.
- **Random direction:** Draw the top card from the Minor Mortis deck. The arrow in the bottom right corner designates the randomly chosen direction. Place the drawn card at the bottom of the deck.
- **Random card:** If the designated cards form a deck, shuffle that deck and draw one card. If the cards do not form a deck, shuffle them together and draw one.
- **Any other random element:** Roll one ◆ for each of the indicated elements. The lowest roll designates the randomly chosen element.

STEP 28 STORY STEP

0007 *The immense oaken doors of the former trading hall clatter open, their hinges groaning as rust fights back against the strength of the Fleischritter. The two knights stride in, catching the attention of the hall's occupants.*

In the center of the large, vaulted chamber, a dais of sorts has been raised, built from rubble. A large, flat slab has been laid atop it, upon which the kidnapped child lies, bound. Around her, a circle of red-robed cultists chant in an ancient, Anatiochan dialect. One, clutching a heavy-bound tome in his hands, glares with narrowed, red-pupiled eyes.

"Intruders! You will not interrupt the sacrament!"

A cultist lunges for the knights, saw-edged dagger flailing wildly. The Fleischritter is the one to bear the brunt of the attack, fighting back with his bare hands.

Fleischritter performs a test of Fortitude (10+). If LTP2 is marked, add +2 to your result. You may gain +1 to re-roll the die once.

A Virtue test! Fleischritter's bonus to Fortitude is +2. Moreover, he can use his Delve Technique *Knight Prowess* (it's on the other side of the *Knight Pose* card) to add another +2 to the result! Let's do that now (remember to add the Warm-up bonus—1 Opening token to the Knight Pool), for a total of +4. On top of that, if LTP2 had been marked earlier in the story, you'd get another +2 (for a total of +6). Finally, if you fail the test, you may have Fleischritter gain +1 to re-roll the die once. Perform the test now, and, based on your result, resolve the **Success:** or **Fail:** effect.

Success: *The cultist is small, and weak. For a warrior of the Fleischritter's stature, overpowering him is easy. The Butcher Knight throws him back, and the cultist stumbles, cracking his skull on the stone floor.* Place a Break token in the Knight Pool.
Fail: *Frail as the cultist may be, his dagger moves swiftly, and is tipped with a fiery toxin. The blade finds flesh, and the Fleischritter winces as he feels it bite deep, reaching even as far as the bone.* Fleischritter loses -1 .
Regardless of your result, **see 0008.**

Some test results may branch you into **different story paths**, while others give you **bonuses or penalties** while you remain on the same path. In this case, it is the latter.

0008 *In the middle of the chamber, the other cultists have turned from the dais, and their ritual chant takes on a new tone. A more commanding one. A summons to arms.*

All around the chamber, you hear the rattle of iron against iron. Dozens of corpses, until now lying in the dark corners in silence, jolt to life, skeletons grasping swords, rising like puppets on strings. For a moment, Kara thinks that she can see the strings, blood-red strands that flow from these skeletal marionettes to the cultists.

With a clatter of bone and the clang of iron, the Ironcast Dead rise to answer the summons and move in against the Knights!

Place a permanent negative AT token on the Monster Sheet at the start of the next Clash. Then, **proceed to an Exhibition Clash against the Ironcast Dead.**
If you win, **see 0009.**
If you are defeated, **see 0010.**

Finally, a fight! Soon, you will proceed to your first Clash. For now, mark the page with the bookmark, as it shows you the story paragraphs for victory and defeat.

Now it's time to begin a **Special Tutorial Exhibition Clash!** Proceed to the Tutorial Clash section.

VIRTUES AND VIRTUE TESTS

Each Knight has six **Virtues:** Bravery , Tenacity , Sagacity , Fortitude , Might , and Insight . When instructed to perform a Virtue test, add +X to the result, where X is the value of this Virtue on your Knight Sheet.

To perform a test, simply roll a single ◆ and compare your result to the difficulty of the test. Rolling a "10", denoted with the symbol, is **always** a success, whereas rolling a "1" is **always** a fail. A failed Virtue test can be re-rolled (once) by gaining +1 .

MONSTERS IN KINGDOMS FORLORN

There are two main types of Monsters in *Kingdoms Forlorn*, **Boss Monsters** and **Mob Monsters.**

Boss Monsters are **singular** opponents. During Clashes against a Boss Monster, the BP cards represent the different body parts of that opponent. You won't encounter them during this Learn to Play Adventure, but you can find all detailed rules concerning Boss Monsters in the Rulebook.

Mob Monsters usually attack in groups. In Mob Clashes the BP cards represent individual members of the Monster horde, and once Wounded, those enemies leave the Clash entirely, eventually becoming replaced by other Mobs. There are other differences as well, such as Escalation methods, the number of Activations, and movement rules, all of which can be found in the Clash Phase chapter of the Rulebook (p. 42).

There are exceptions. Sometimes you may see a Boss Monster accompanied by a group of Mobs, and sometimes you can encounter a single Mob that will fight against you almost like a Boss.

TUTORIAL CLASH

This Learn to Play will lead you step by step through your first ever Clash in *Kingdoms Forlorn*.

Note: The Ironcast Dead are a common Monster you can encounter in Principality of Stone—for the sake of tutorial, this particular Clash has some slight setup differences. Therefore, even if you already found the usual Ironcast Dead setup instructions at the back of the *Principality of Stone Codex*, ignore them, and follow the instructions below.

STEP 30 INTRODUCTION

Typically, a single expedition will include two Clashes: an Exhibition Clash during the 8th Delve Round (the "8th hour") or when prompted, and a Full Clash during the last round (the "16th hour"). These two types of Clash play out almost exactly the same, with one exception: in an Exhibition Clash you will add some Generic Single Wound cards to the Wound Stack from the get go. This means that you'll have to deal less Wounds to win, making the fight much quicker and easier! It so happens that the Tutorial Clash is an Exhibition one ...

SQUIRES IN CLASHES

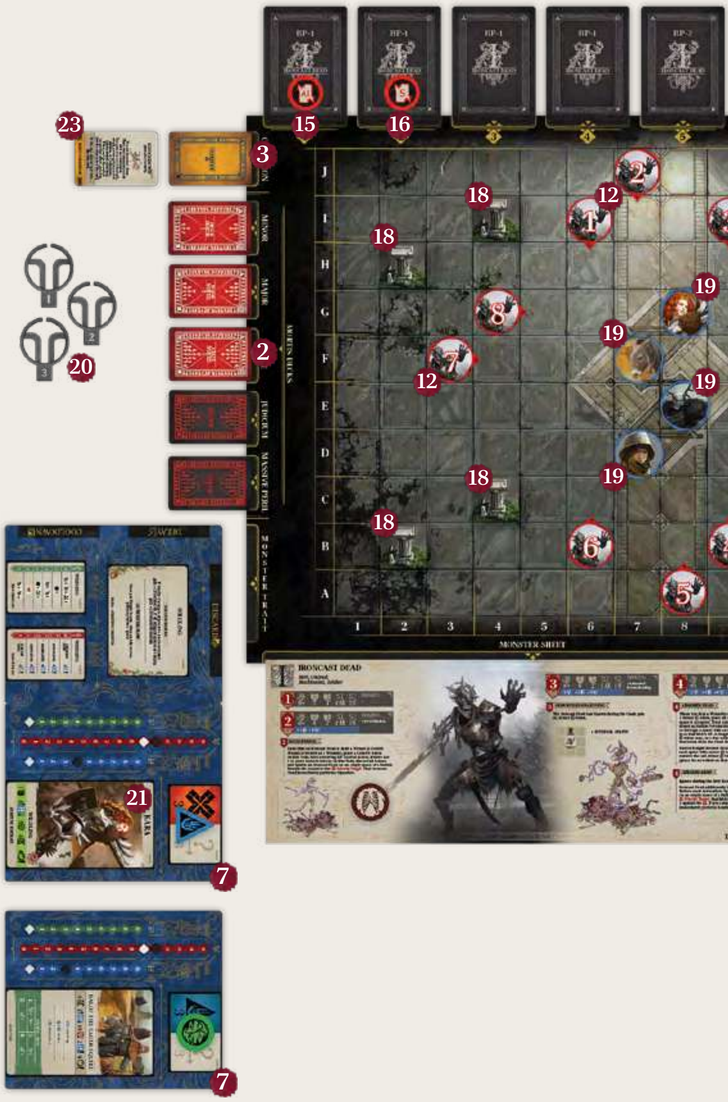
During a Clash, Squires are considered Knights **unless specifically stated otherwise** (for example, some Condition cards, like *Distracted* or *Panzer Parasite* include separate effects for Knights and Squires). A Squire is represented by the Squire card and a Squire Standee.

First, you need to prepare your battlefield. Place the Clash Board ① in the middle of the table. Notice that it has spaces planned around its edges. These are to help you organize game components so that when you all sit around the table, everyone has something to do.

Take four Mortis decks (Minor, Major, Grave and Judicium) ②, as well as the Condition deck ③, and place them on the corresponding spaces on the left of the Clash Board. Mortis cards represent the various negative and, sometimes, positive, effects of being hit. As for the Judicium deck, we will need to **split it**. Initially, only two cards should be in the Judicium deck—*You Live!* and *You Died*. Place all other Judicium cards on the Massive Peril space on the Clash Board. You may need to add them to the deck later!

Place the **Knight tokens** ④, as well as the **Attack dice** ⑤ and **Power dice** ⑥ within reach of all players.

Each player should already have their **Knight Board** or **Squire Board** in front of them ⑦, with all their components. **Do not reset any stats!** You start the Clash with all unused Technique cards in hand.

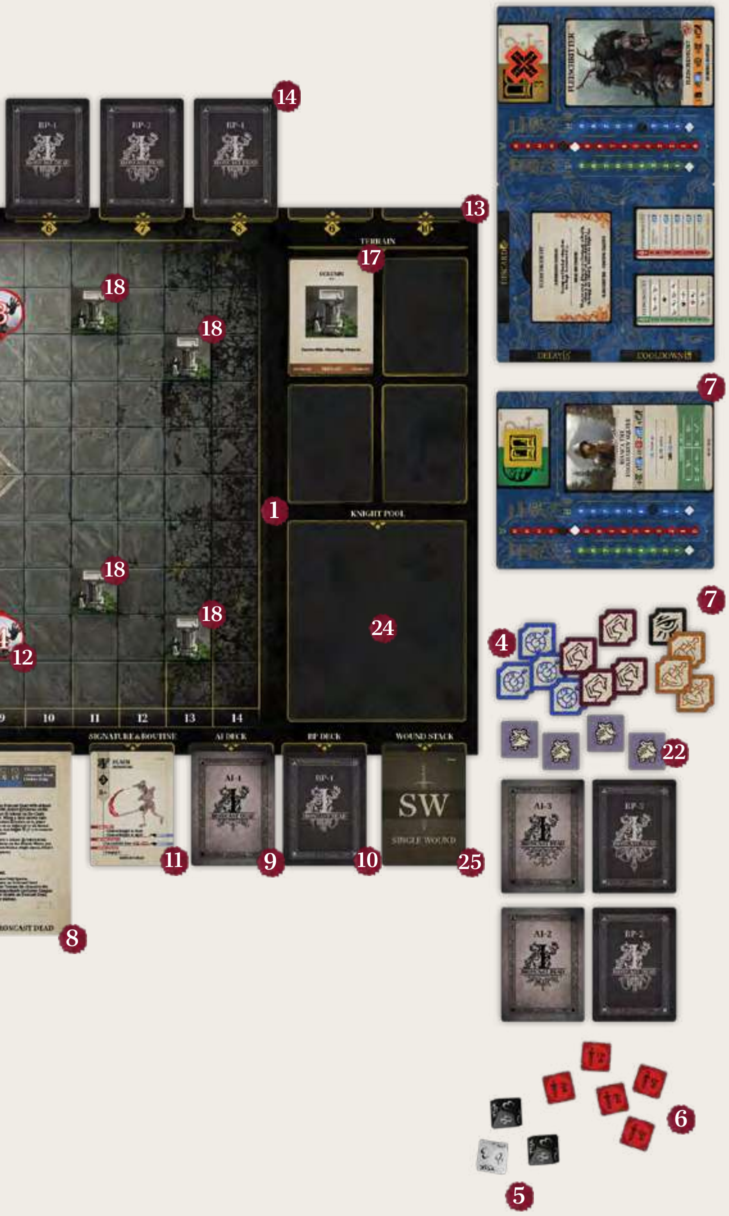


STEP 31

Let's turn our attention to your enemy. Find the components for the Monster you will be facing, the **Ironcast Dead:** their **Monster Sheet** ⑧, **AI cards** ⑨, **BP cards** ⑩, the **Signature** and **Routine card** ⑪, as well as their **miniatures** ⑫. Place the **Ironcast Dead Monster Sheet** and the **Signature** and **Routine** card on the indicated space below the Clash Board. Don't forget to place the negative AT token on the sheet, as instructed by story 0008! Take all the AI cards and divide them into three decks, numbered "1," "2," and "3" (you'll find the number on the back of the cards), then place deck 1 on the indicated space of the Clash Board, and the rest near the Clash Board. Then, take all the BP cards and divide them into three decks, also numbered "1," "2," and "3".

CLASH SETUP & COMPONENTS

- Clash Board ①
- Minor, Major, Grave Mortis and Judicium decks ② —you already had these out!
- Condition deck ③ —ditto!
- Knight tokens ④
- Attack dice ⑤
- Power dice ⑥
- Knight /Squire Board ⑦ —ditto!
- Ironcast Dead Monster Sheet ⑧
- Ironcast Dead AI cards ⑨
- Ironcast Dead BP cards ⑩



- The Signature/ Routine ⑪ card
- Ironcast Dead miniatures ⑫
- 1 AI Activation token ⑮
- 1 Signature Activation token ⑯
- Column Terrain card ⑰
- 8x Column tiles ⑱
- Knight miniatures and Squire standees ⑲ – ditto!
- Plastic numbered base rings ⑳
- Priority Target token ㉑
- Armor tokens ㉒
- *Panzer Parasite* Condition cards ㉓
- 1 Generic Single Wound card ㉕

STEP 32

Now, we need a BP card to represent **each of the eight Mob Enemies.** First, take the ***Bone Squire*** BP 1 card (the one with ID 28A1498 in its upper right corner) and place it **face down** on the leftmost ("1") space on the **Mob track** above the Clash Board ⑬. Then, shuffle the remaining five BP 1 cards with two random BP 2 cards and place them face down on the other spaces of the track ⑭. This way we have one card representing each of the eight Mobs. Note that the Mob track spaces are numbered—this will come into play soon!

Place the other two BP decks, numbered "2" and "3", near the Clash Board, next to the AI decks "2" and "3".

MOB TRACK

At the top of the Clash Board, you will find spaces numbered from 1 to 10. These numbers correspond to numbers on Mob base rings. This way, you'll know that when attacking Mob miniature "1" on the board, you must Wound the BP card on the "1" space of the Mob track. Whenever the Clash instructs you to spawn a new Monster (see the Mob Spawn box), place a new BP from the BP deck on this particular track.

When placing cards on the Mob track, always start from the leftmost space.

Then, take the two Activation tokens, **1 AI Activation token** ⑮ and **1 Signature Activation token** ⑯, and place them on the two leftmost BP cards on the Mob track, readied side up. When placing Activation tokens, always follow the order written on the Monster Sheet under the Activation symbol.

STEP 33

It's time to populate the Clash Board! Take the Column Terrain card and place it on one of the available Terrain card spaces on the right of the Clash Board ⑰. Then, take eight **Column tiles** and place them on the indicated spaces of the Board ⑱. It doesn't matter on which exact space you place which tile, since Terrain tiles of the same type have the exact same properties.

Now, place each of your four characters (miniatures or standees) on spaces on the Clash Board indicated by the diagram as their starting positions ⑲. Normally, you will choose where to place each Knight or Squire, but for this tutorial, the placement is fixed—make sure to place each character on their designated space.

Next, take the **Ironcast Dead miniatures**, and attach them to **base rings** ⑳ —this way we can assign them numbers that correspond to the Mob track! Finally, place the Ironcast Dead miniatures on the spaces indicated on the setup diagram.

Assign the Priority Target token ㉑ to the Knight with the highest . According to what happened at the beginning of the Delve Phase, the one with the highest should be **Kara**. Place the other game components, namely Armor tokens ㉒ and *Panzer Parasite* Condition cards ㉓ near the Clash Board. Oh, and remember these Warm-up effects of Technique cards played during the Delve Phase? For each of them put one Opening token into the Knight Pool if you haven't done that already ㉔.

And lastly, as per Exhibition Clash rules, take a Generic Single Wound card ㉕ and place it on the Wound Stack space in the bottom right corner of the Board. This will make the combat easier and quicker, as you always fight until you reach a certain Wound threshold; in other words, until you deal a certain number of Wounds, as dictated by your enemy's level. This Single Wound is a running start!

AND JUST LIKE THAT, YOU'RE READY TO GO!

HOW TO BATTLE

Clashes are fought in a sequence of alternating **Monster** and **Knight Rounds**. The Monsters usually go first. During the Monster Round, Monsters perform **Attacks** against you equal to the number of their **Activations**. These Attacks will require you to either draw and resolve an AI card or resolve the Signature card.

During the Knight Round, each Knight and Squire will take their turn, in any order, and perform one Movement Action and one Combat Action.

MOVEMENT, DISTANCE AND SPEED

In *Kingdoms Forlorn*, all board measurements are expressed in board **spaces**. All movement happens in **cardinal directions**, never diagonally. All range is also counted in **cardinal directions.**

Knights and Squires have a **Speed** attribute, which tells you the maximum number of spaces you can move with your Movement Action. In other words, you can always move fewer spaces than your, but never more. Any remaining becomes lost the moment you end your, you cannot “save it up”.

Monsters are not bound by the attribute. They can move any required number of spaces during their Attacks, even if they would target you from the other side of the Clash Board! However, they only ever move as many spaces as they need to reach adjacency with their Target. As a general rule, Mob Monsters **cannot** move through, or end their movement on a space occupied by a Knight or Squire.

If there is more than one equally viable way of drawing a path (such as during Monster Targeting or movement), it’s up to you to decide which one to choose (unless stated otherwise)! Take the one that hurts less ...

MONSTER LEVELS AND TRAITS

Monsters have levels denoting their power! Each level is designated by a large number. As the Monster becomes stronger, not only do its basic attributes increase (such as To hit, Wounds, or AT) but it also gains additional **Traits**. These may dramatically change the Monster’s tactics, and sometimes even the rules and conditions of the Clash itself.

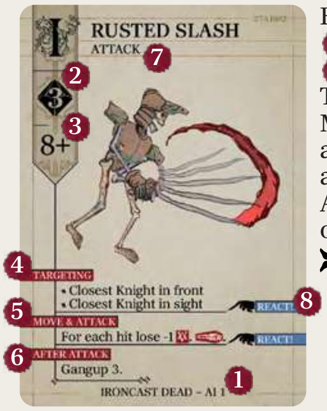
Always check the Traits list when you encounter a new Monster level. Remember to apply all Trait changes from the previous levels as well (i.e. when you face Level 4 Ironcast Dead, apply all Traits from Levels 1–4). The small number near the Trait description serves as a reminder that a new Trait is introduced at the designated level.

MONSTER ROUND

Each Monster is represented by a large Monster Sheet that includes all the basic information about a given Monster. For this Clash refer to the **Level 1** statline. Note that the Ironcast Dead don’t have any **Traits** at Level 1, meaning that for this tutorial Exhibition Clash, you must pay attention only to the Monster’s statline.

STEP 34

Since Clashes begin with the Monster Round, the Ironcast Dead will act first. The first Activation token rests on Mob “1”, which means this will be the Mob performing the first Attack. The token is that of an AI Activation, which means that, normally, you would draw the top AI card from the AI deck to determine its behavior. However, for the purpose of this tutorial, search the AI deck for the card named ***Rusted Slash*** and resolve it.



Rusted Slash AI card

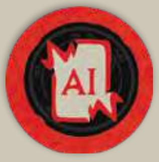
Each AI card has a card level ①, a number of Evasion dice ②, an Evasion difficulty ③, Targeting instructions ④, Move & Attack instructions ⑤, an After Attack effect ⑥, and an Attack type ⑦. Many AI cards also have a window of opportunity, denoted by the symbol ⑧.

ACTIVATIONS AND ACTIVATION TOKENS

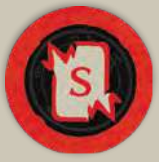
During the Monster Round, the Activation tokens dictate what Attacks, how many of them, and in what order the Monsters can perform them. There are two types of Activation token:

- AI Activation—these Activations trigger an AI Attack (usually by making you draw an AI card).
- Signature Activation—this Activation triggers a Signature Attack (usually by making you resolve the Signature).

All Activation tokens are readied by default (flipped to the red side).



AI Activation token



Signature Activation token

During a Mob Clash, Mobs activate starting from the first Activation token on the leftmost space of the Mob track. Once you finish resolving a Mob Activation, flip the Activation token to the spent side and move it from that Mob’s BP card to the first BP **to the right** without an Activation token. **Each token only activates one card** per Round—when you move a token, it is considered spent. If there are no valid BP cards to the right, instead place it on the leftmost BP card of the track without a token.

If a Mob is defeated while there is an Activation token on its card, move the token to the next BP card without a token, but don’t flip it. **At the start of the next Monster Round all spent Activation tokens are readied again.**

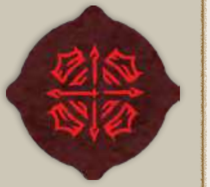
If there is only one BP card left on the Mob Track, place all Activation tokens on that single card—that Mob can Activate **multiple** times a Round! **Note:** The initial order in which Activation tokens are placed at the start of the Clash is indicated on the Monster Sheet (for example, 1 AI, 1 Signature), but during the Clash the order of Activation tokens may change.

STEP 35

Each Monster Attack starts with determining its Target. Look to the "**Target**" area of the card, then check each command line, from top to bottom, one by one, to see if any Knight meets all of its criteria. As soon as you find a Targeting line you can resolve, **stop** and simply **resolve** it.

According to the initial board setup, both Kara and Ralof meet the requirement of being the closest Knight in front. Also, there are no Terrain tiles in the way, so there is no question of whether the Dead can draw **Line of Sight** to either of them. However, Kara has the ❖ Priority Target token, which, in cases of ties, always becomes the Target!

PRIORITY TARGET AND TIE-BREAKING


Priority Target token

The ❖ Priority Target token serves as a tiebreaker for the purpose of Targeting. The Knight with the ❖ token is considered to be the Priority Target. When you increase your Passion Ᵽ for any reason during a Clash (usually when you attack), compare your current level to the Ᵽ of the Priority Target token's holder. If your Ᵽ is higher, you become the new ❖ Priority Target and gain the ❖ token.

If two or more Knights are equally viable Targets (fulfill all instructions for the same Targeting line) and one of them is the ❖ Priority Target, this Knight becomes the Target.

If two or more Knights are equally viable Targets and **none of them** is the ❖ Priority Target, the players may choose which of them becomes the Target.

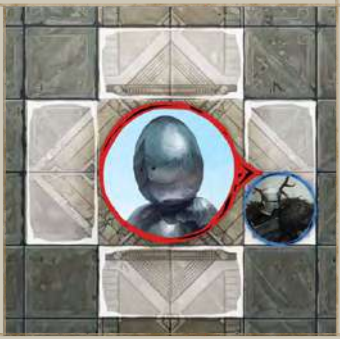
When the Knight with the ❖ token dies, pass the ❖ token to a living Knight with the highest Passion Ᵽ.

SQUIRES AND TARGETING

You'll notice that most AI cards refer to "Knights" in the Targeting section of the card. This doesn't mean Squires are exempt from being Targets! **They are simply treated as Knights for the purpose of Targeting.** The same applies when there is no subject specified (e.g. Lowest ☒ in front). Sometimes, a Targeting line may specifically refer to Squires - in those cases only Squires should be targeted.

ADJACENCY

A game element (like a miniature) is adjacent to another game element if the space it occupies shares at least one edge with the space occupied by the other game element.



White spaces are considered adjacent to the Eggknight

TARGETING LINES

A command line starts with the word **Target**. A Knight must fulfill all of the criteria of a line to be considered an eligible Target (for example, for *Rusted Slash*, the Knight must be the closest from **among those** Knights that are **in front** of the Attacker).

Monsters choose their Targets in a variety of ways! Here are the most common instructions you will see in this Tutorial Clash:

Closest: The Target is the shortest distance (in spaces) from the Monster (via the shortest possible path) among all possible Targets.

In front: The Target is on any space in front and within Line of Sight (see Line of Sight box) **of the Monster.** i.e. beyond an imaginary line drawn along the edges of the spaces occupied by the Monster's miniature front **and** in Line of Sight.

In sight: The Target is within the Line of Sight of the Monster.

Priority Target: The Knight with the ❖ Priority Target token.

Engaged: The Target is adjacent to at least one Monster.

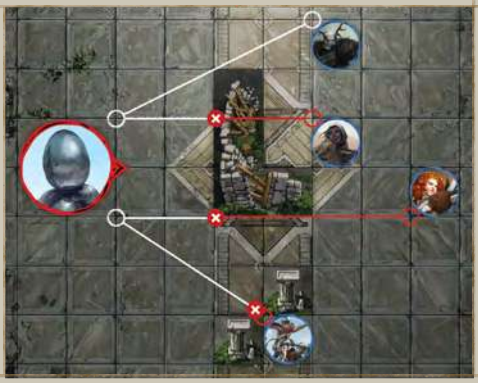
Non-Engaged: The Target is not adjacent to any Monster.

LINE OF SIGHT

Line of Sight (LoS) is a mechanic used to determine whether a Knight has an unobstructed view of the Monster and vice versa. A Knight must have LoS to the Monster to perform an Attack. The Monster must have LoS to the Target if the command line requires it to be **in front** or **in sight**.

To check LoS, draw an imaginary straight line from any corner of any space occupied by the Attacker to any corner of any space occupied by the Target.

- If the line **passes through** any Obstacles (or other elements that explicitly state they block LoS), there is no LoS.
- If the line **passes along the edge** of such space, there is no LoS.
- If the line **touches a corner** of such space, there is LoS.
- Obstacles never block LoS to themselves or to miniatures on top of them.
- Miniatures **do not** block LoS.
- **In any other situation** there is LoS.



Example: The Eggknight has LoS only to Fleischritter, since other Knights are hidden either behind the Ruined Wall or Column Terrain tiles.

NO TARGET

Sometimes, there may be no valid Attack Target, meaning that no Knight matches any of the command lines. In those cases the Monster will perform a **Routine.** A Routine is usually a strong negative effect, but it may sometimes be an Attack as well. These cards are resolved instead of the normal activation. As a rule of thumb, you should avoid triggering a Routine whenever you can.

STEP 36

Now that we have a Target, proceed to the "**Move & Attack**" section of the AI card. ***Rusted Slash*** is a regular Attack, which means the Monster must be **adjacent** to the Target to perform it. Monsters have unlimited movement, and always travel along the shortest possible path to their target, though **Mobs in particular cannot move through other game components**, such as Obstacles, Knights, and other Mobs, unless explicitly stated otherwise.

Monsters can only move in **cardinal directions**. This means that, to reach its Target, the Mob may need to **zigzag** its way toward it. Thankfully, movement is resolved one space at a time, so just move the miniature one space in one direction, turn, move again, then turn, then move again. Finally, if the Mob is not facing the Knight, turn it so that it does. See Cardinal Movement for more details.

STEP 37

In ***Kingdoms Forlorn***, you do not roll to see if the attack hits, rather, you roll to see if **you** could evade the hits in time! The player controlling the Targeted Knight rolls a number of ◆ equal to the Evasion dice value on the AI card. To defend against ***Rusted Slash***, you must roll three Evasion dice. That's bad news—each die you roll is a potential **hit. Important:** Remember to use one Critical die (see the Dice box!).

Now, roll three dice (one of them Crit white) and compare your results to the **Evasion roll difficulty**, shown below the Evasion dice value. ***Rusted Slash*** has a difficulty of 8+, which means that every result of 8 or higher is a successful **evade**, whereas each die showing 7 or less is a **hit**. In the future, you'll gain equipment that gives you an Evasion roll bonus, increasing your result on each Evasion die, thus effectively lowering the Evasion roll difficulty.

Don't worry if your roll wasn't the best—you may **re-roll** your Evasion dice by gaining **Heat** 🟦.

Note that some AI cards may include **Gated Effects.** They work similarly to those on Exploration cards—if you meet the specified requirement, you must resolve the additional negative consequences, (e.g. losing more 🟥, or rolling additional Evasion dice).

If you rolled **at least one hit**, you must resolve all attack effects of the AI card. ***Rusted Slash*** causes -1 🟥 loss for each hit. In other words, you would **lower your** 🟥 on the track by 1 for each hit. Let's rig the game a bit to keep it simple: if you completely evaded the Attack, let's **assume you still lost** -1 🟥. Now you can familiarize yourselves with this symbol on the AI card: ▬. Whenever you see it among attack effects, you must resolve a **Peril Check** ▬. Peril Checks are resolved by drawing Mortis cards (see the Peril Checks box).

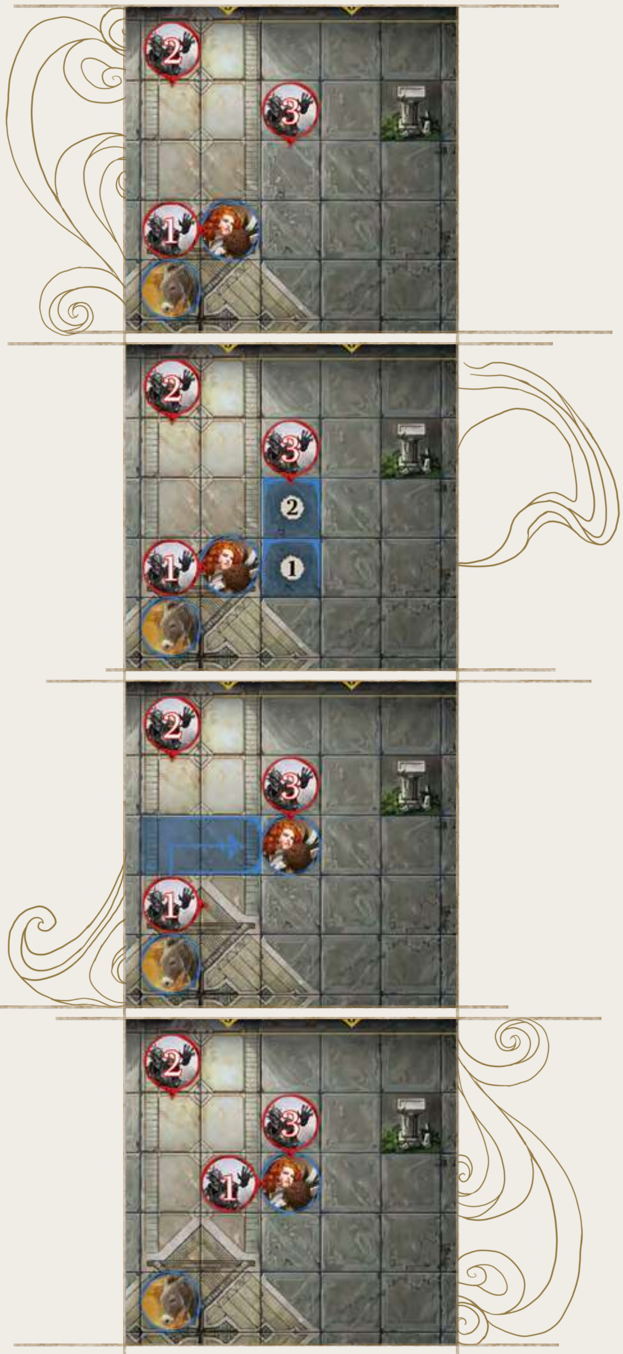
Consult your Knight's Peril Arc and draw a Mortis card of the severity corresponding to your current Vigor 🟥. The most 🟥 you can lose as a result of this attack is -3, which should place Kara in the **Minor Mortis** level range no matter what.

Let's rig the game again: Instead of drawing the top Mortis card, find and resolve the ***Vision of the Graal* Minor Mortis** card. Resolve the card now by raising your **Passion** 🟩 value on the track. See, not all Mortis effects are bad! (But most are.)

If there were any other attack effects, such as gaining a Condition card, you would resolve them now. Since there are none, you can proceed to the **After Attack effects.** A lot of AI cards have "After Attack" as their last step. Note that After Attack effects are completely **separate** from the Attack, therefore they get resolved **even if the actual attack was fully evaded** (for example, the player rolled no hits).

At the end of ***Rusted Slash***, that Ironcast Dead performs Gangup 3 against the Target. Gangup is a keyword, which means it's a common rule used by more than one game element. To resolve Gangup 3, move the Ironcast Dead up to three spaces toward the Target—in this case, the Monster won't move, as it's already adjacent. Then, move the Targeted Knight the remaining number of spaces—3—or until adjacent, toward **another** closest Monster, along the shortest path. Here, move Kara into adjacency with the Ironcast Dead "3". Treat this as Involuntary movement. As a side note, if you were already adjacent to another Monster, you would have suffered Knockdown instead of being moved.

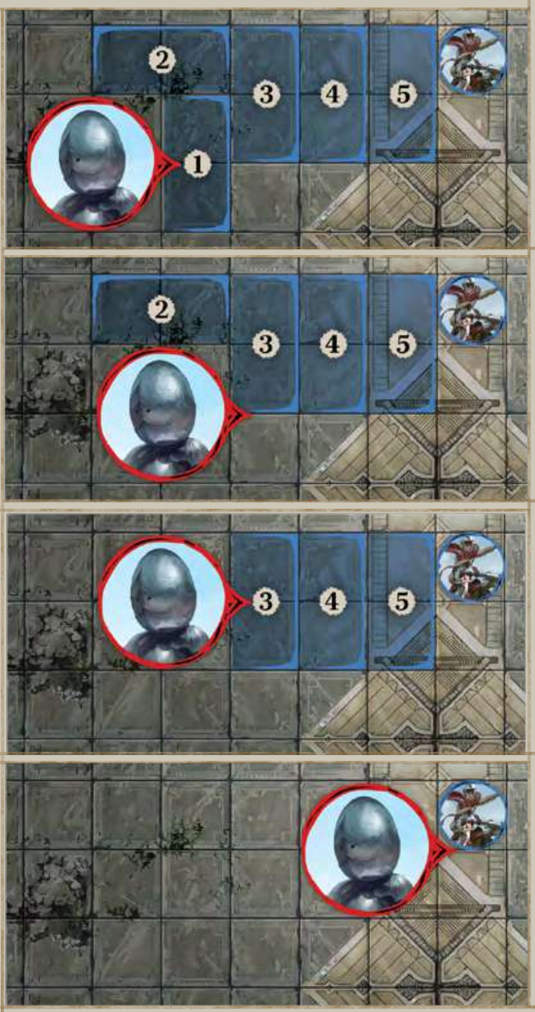
Afterward, the source of Gangup always moves adjacent to the Target—Ironcast Dead "1" closes in on Kara.



Resolving Gangup 3

CARDINAL MOVEMENT

Monsters (and Knights for that matter!) **cannot move diagonally**. To approach a Target that is not positioned in a straight line from them, they will **zigzag** toward it. In other words, move one space in a given cardinal direction, turn, move again, turn, and so on, until they reach a position that would allow them to continue moving toward the Target in a straight line. The players may decide the starting direction (horizontal or vertical) of Monster movement.



Example of zigzag movement

DICE

In *Kingdoms Forlorn*, we use two types of dice: **d10s** and custom **d6s**. You will use the d10s for Evasion rolls, Attack rolls, and Virtue tests. The symbol on a d10 die represents the “10” result. You will use the d6s to make Power rolls and Armor rolls.

Rolling a “10” is **always** a success, whereas rolling a “1” is **always** a fail.

One d10 is **white**. This is the **Critical die**. A critical die is used to simulate strokes of luck as well as unexpected failures. Whenever you perform an Attack or Evasion roll, you must always roll **a single white Critical die** as part of your dice pool. If you roll only one die, it is always the Critical die.

If you roll a natural “10” on the Crit die when you evade, it becomes a **Crit Evade**. This has no inherent effect but may activate some additional abilities on your cards.

HEAT RE-ROLLS

Whenever you perform an Attack Roll, an Evasion Roll, or a Virtue test, you may re-roll any number of dice, raising your value on the track **by 1 for each die** you decide to roll again. You must declare all dice you wish to re-roll before you perform any of these re-rolls. Each die can be re-rolled **only once** per roll and you must re-roll any chosen dice all at once.

PERIL CHECK

Being attacked will, more often than not, trigger a Peril Check. Each time you encounter a Peril Check symbol on any game element, you must draw a Mortis card. Conversely, do not draw a Mortis card after losing Vigor, unless the loss is accompanied by a Peril Check symbol.

There is **one exception** to this rule: when your Knight drops to 0 Vigor or below. In such cases, you always perform a Peril Check and draw a Judicium card, even if the loss wasn’t accompanied by the Peril Check symbol. Take the two Judicium cards you prepared at the beginning of the Clash, shuffle them, and draw one at random. After you resolve its effect, shuffle it back into the deck.

In some instances, you may be required to put additional cards into the Judicium deck. For example, if your falls to -5 below 0. For details, see Massive Peril in the Rulebook.

STEP 38

Once you finish resolving the After Attack effect, flip that Mob’s Activation token to the **spent side** and move it to the first space on the Mob track without an Activation token—that is, space “3” (see Activation and Activation tokens, p. 46 in the Rulebook). After that, the Attack ends. Place the resolved AI card faceup in an AI discard pile. If the AI deck runs out of cards, shuffle the discard pile to form the new AI deck.

STEP 39

You’re not done with the Monster Round just yet! As long as there are ready Activation tokens on the Mob track, the Monster will continue to act. There’s exactly one more token there, so another Ironcast Dead will perform its Activation! The second Activation is a **Signature**, so you don’t need to draw another AI card. Instead, take the ***Slash*** Signature card and resolve it.

Even though Kara and Ralof are within the same distance from Mob “2”, when we consider the number of spaces the Mob needs to move to reach its Target via the shortest possible path, Ralof is clearly the Target of that Attack. That’s good, because you can learn how Knights and Squires differ in terms of dealing with a Monster Attack!

Squires **do not** roll for Evasion. Instead, they draw the top card from the Mettle deck, and check **Hits Evaded**. This number instantly tells you how many hits the Squire manages to evade. For the sake of learning, let’s **assume you still lost** -1 to see how Squires tackle Peril Checks. The simple answer is, they mostly don’t! Squires don’t draw Mortis cards, even if there is a Peril Check symbol, unless their **Vigor drops to 0 or below**, in which case they draw a Judicium card.

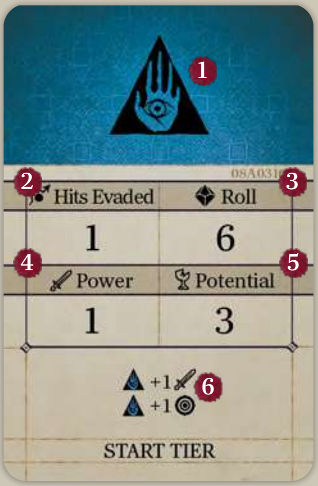
To finish resolving the current AI, simply subtract -1 from the Squire’s Vigor track.

OTHER SQUIRE EVASION RULES

- If the total number of ◆ on the attack is **5 or more**, draw an additional card.
- If the total number of ◆ on the attack is **7 or more**, draw two additional cards instead.
- If the **Evasion Difficulty is 11+**, subtract 1 from the Hits Evaded value, to a minimum of 1.
- The Squire may gain +1 to discard the result and draw another card. If you have an effect that would grant you Evasion Re-rolls, you may do this without gaining .
- If you drew the "Critical Chance" card, treat it as a **Crit Evade**.
- Squires resolve Judicium draws as normal, but may gain +1 to gain a Second Chance (once during each Attack).

METTLE DECK

Mettle cards are used to determine the results of every randomized action taken by the Squires, and contain the following information:



1. **Clue:** Most often used to grant a bonus from equipped Gear.
2. **Hits Evaded:** determines how many Monster hits a Squire manages to evade.
3. ◆ **Roll:** determines the result of Attacks and Tests.
4. **Power:** determines the outcome of a Power Roll.
5. **Potential:** determines how many can be added to a Power Roll.
6. **Ability box:** An optional way to Power up a Squire's Attack at the cost of Clue tokens.

One Mettle card provides a result for one action. So, when you declare an Attack with a Squire, draw one card and check if you hit the Monster, then draw **another** card to check if you can gather enough to wound the Monster. Similarly, when a Monster attacks you, draw a card to see if you manage to evade the Attack.

After you resolve a Mettle card, discard it. After you fully resolve the current Action, if there is a Critical Chance or Critical Miss card in the discard pile, shuffle the Mettle discard pile into a new Mettle deck.

STEP 40

Next, perform the After Attack effect, another Gangup 3, just like you did previously. Once you're finished resolving *Slash*, place the card back in its place—Signature and Routine cards never land in the AI discard pile. Then, just like with Ironcast Dead "1", flip the Activation token to the spent side, and pass it to the next Mob without a token, the one in space "4".

With this, the Monster Round ends! Time for some payback in the Knight Round. Proceed to the next step.

STEP 41 KNIGHT ROUND

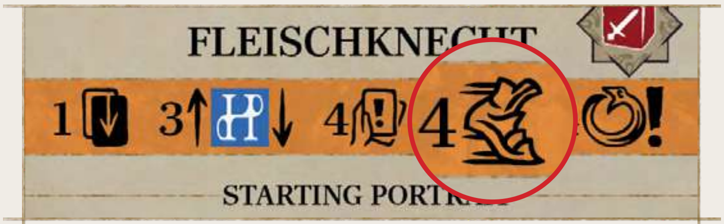
During the Knight Round, you are free to take your turns in **any order you like** to make best of the tactical situation at hand. A Knight's turn consists of one **Combat Action** and one **Movement Action**.

At the start of every Knight's turn, that Knight should resolve the **Refresh step**, which includes **Heat Refresh** and **Card Refresh**. To resolve it, simply first lower your current Heat by the amount equal to your Knight's Heat Refresh rate. Then, return to your hand X Technique cards from the Cooldown area of your Knight Board, where X is your Knight's Card Refresh rate. Finally, move all cards from the Delay area of your Knight Board to your Cooldown area. Since Squires don't have Technique cards, they resolve only Heat Refresh. If you've used cards during the Delve Phase—and we know you did!—you can now get them back into your hand.

The two Knights are equipped with melee Weapons, while Squires don't have any specific Gear, so everyone must be adjacent to a Monster to Attack it. For now, it shouldn't be a problem.

STEP 42

Let's have Fleischritter engage Mob "1" to avenge the heinous attack on Kara!



Fleischritter's Speed

As you only have a Melee weapon, first you need to move into adjacency. Fleischritter has a Speed value of 4, meaning you can move up to four spaces. That's enough to reach Mob "1". To move, use your movement action —simply move your Knight the required number of spaces toward the Ironcast Dead, stopping when adjacent.

KNIGHT AND SQUIRE MOVEMENT

Just like Monsters, Knights and Squires can only move in cardinal directions. When you perform a **movement action**, you must first declare the space you wish to end your movement on, one that you can legally reach by moving a number of spaces up to your Speed value. Then move, one space at a time, resolving the effects of any Terrain tiles you move through. You can freely choose which spaces you travel through, but you cannot move through the same space more than once. **You also cannot move through Obstacles and other miniatures (or standees)!**

KNIGHT TOKENS AND THE KNIGHT POOL

Knight tokens are a special type of "cooperative" token used by the players to enhance other player's attacks. These can help you hit and deal Wounds, escape Monster Responses, and more. You generate Knight tokens by using weapon abilities, through Heroic Arcs or as a result of other game effects. The area you place Knight tokens in is called **the Knight Pool**.

Knight tokens are used during the following Knight's attack, after which they are discarded (regardless of whether you used them). In other words, there's no point in saving them up. Knight tokens are not limited—if you would ever be required to place more tokens than provided in the game box, substitute them with Generic tokens, or any other game piece.

Below you can find the two most basic Knight tokens that you will have access to in the Tutorial Clash. For the full list of all Knight tokens in the game, see Knight tokens on p. 19 in the Rulebook.

- **Opening:** Each Opening token in the Knight Pool adds +1 to the result of each Attack die ◆ rolled during an Attack Roll.
- **Break:** Each Break token in the Knight Pool allows the attacking Knight to turn 1 symbol on a rolled Power die into 1.

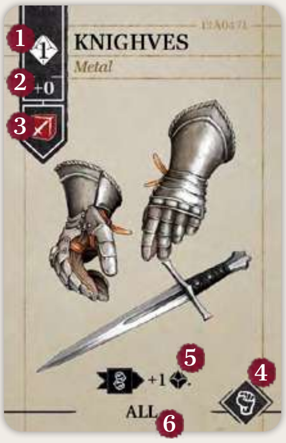
STEP 43

Now, use your Combat Action to attack!

First, declare your **active weapon**. Even if a Knight had multiple Weapon cards on them (for example, one 1-handed Weapon in each hand), they would only be able to attack with **one**. As you only have *Knighves*, declare those.

Then, raise your **Passion** by 1. The more you attack, the more powerful you become, unlocking new abilities from your Heroic Arc (see Heroic Arc and Modifier Windows box). **It's extremely important to remember to raise Passion at the beginning of every Attack! Your life depends on it!**

Next, check the **Attack die** ◆ number of your active weapon. Initially, *Knighves* offer only one Attack die ◆ ①, meaning that you would roll a d10. Don't worry just yet, we'll soon do something about it.



Knighves Gear card

Remember, each Monster has a **To hit** value that determines how hard it is to successfully hit them. At Level 1, the Ironcast Dead have a To Hit of 5+, meaning that each die showing a result of 5 or more is a hit, whereas each result of 4 or less is a miss. Those are good odds!

Some weapons also grant you a **Precision bonus** ② or penalty. Precision influences all dice rolled when attacking with that weapon, thus effectively reducing or increasing the Monster's value.

Also note the **Weapon Power** ③, which we will discuss in detail in just a moment. Next, ④ denotes whether a weapon requires one or two hands to use. For *Knighves*, this is especially important, because of ⑤: their **Gated Effect** in the ability box. This effect states that if you use *Knighves* as a 2-handed weapon, you can roll an additional Attack die! Since Fleischritter has no other equipment, there's no reason not to activate this effect! One Attack die becomes two Attack dice!

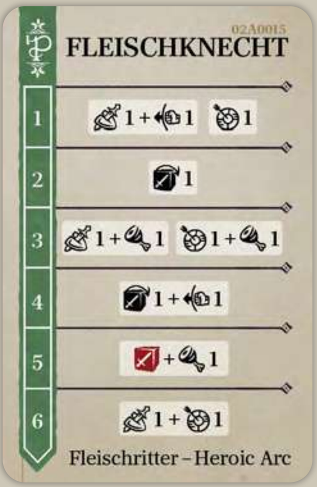
Lastly, ⑥ specifies the minimum tier at which a Gear card becomes available to use. ***Knighves*** are always available, and **cannot** be lost, which is why they are denoted with "All—if you somehow lose your Weapon during a Clash, you will always have the *Knighves* to fall back on!

Normally, it would be the time to roll your Attack dice, but for the sake of the tutorial round, we'll give you a set result. Your Attack dice are one black d10 and one white d10 (white always denotes the Critical die). Remember that, if needed, you can **re-roll** any of your Attack dice using , just like you could during an Evasion roll (+1 per die), see the Heat Re-rolls box.

During a Knight Attack, a natural roll of "10" on a Critical die gives you a **Crit Chance**, while a natural roll of "1" is considered a **Crit Miss**. A Crit Chance will give you an opportunity to deal a Critical Wound, while Crit Misses are only taken into account if there is a specific effect triggered by it on any of your cards.

HEROIC ARC AND MODIFIER WINDOWS

The more **Passion** you have, the deadlier you become. This is reflected in the Heroic Arc. It shows levels and corresponding abilities and bonuses applied to every Attack you perform. Most Heroic Arc effects are keyword abilities (see Keyword List at the end of this book or in the Rulebook on p. 80) and they follow all rules of keyword abilities (stackable keywords from a Heroic Arc may stack with keywords from other sources). You gain the benefits of your current level, as well as all preceding levels. Most Heroic Arc levels give you a choice of two options. These are always mutually exclusive: If you decide to apply one of these options, you cannot apply the other. **Note:** Some options may include more than one effect. Symbols linked with a "+" symbol are both part of the same option.



Heroic Arc

These **Heroic abilities**, as well as other abilities from **Gear** cards and other game elements, will be used during the Knight Attack, often in one of the ability windows: first or second. Placing Knight tokens usually happens during the second ability window, meaning that you leave them for the benefit of others, not yourself.

If you hit with at least one Attack die, you will reveal the **BP card** of the corresponding Monster on the Mob Track (i.e. a BP card on a space sharing a number with the Monster miniature you've just attacked). If you get miss results on all your dice, it is considered a **Full Miss**. Your attack immediately ends and you skip all further steps of the attack sequence, but clear the Knight Pool nonetheless (see the Knight Tokens and the Knight Pool box).

STEP 44

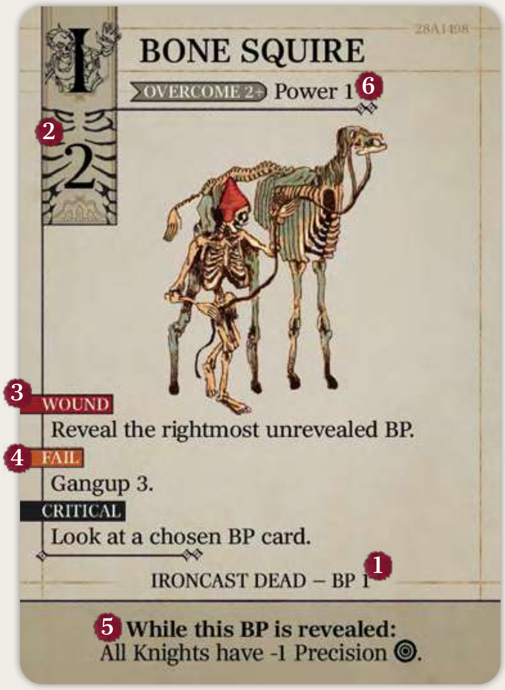
We'll tip the balance a little bit in your favor to showcase additional mechanics. Let's say you rolled a 3 on both of your Attack dice—just enough to hit, considering those two Opening tokens in the Knight Pool!

When you hit the Monster, you get a chance to use some of your abilities. This happens after the Attack Roll, but before you draw a BP card. This part of the Attack sequence is called the "First Ability Window."

One such ability is **Pushback**, which Fleischritter will be able to perform once his Passion rises to 4 or more. You can find a short list of keywords you might use during this Tutorial Clash at the back of this book, and the complete list of keywords along with their effect and timing in the Rulebook, p. 80.

For now, you cannot trigger any additional effects, so just continue to the next step.

Since you've hit, let's reveal the BP card corresponding to the attacked Monster miniature. As we've determined previously, it should be the *Bone Squire* BP.



I

BONE SQUIRE

28A1498

OVERCOME 2+ Power 1 ⑥

② 2

③ WOUND

Reveal the rightmost unrevealed BP.

④ FAIL

Gangup 3.

CRITICAL

Look at a chosen BP card.

IRONCAST DEAD – BP 1 ①

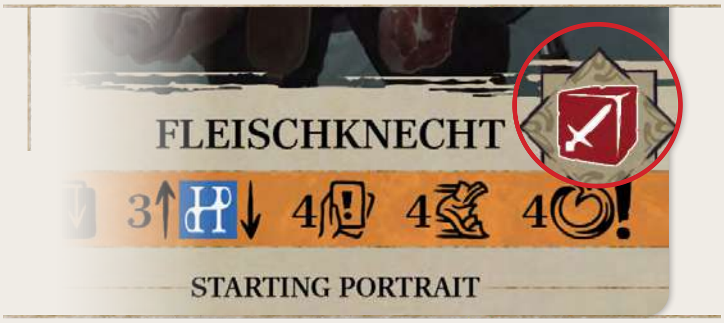
⑤ **While this BP is revealed:**
All Knights have -1 Precision.

Bone Squire BP card

STEP 45

Each BP card shows the card level ①, Armor Threshold value ②, and Monster Responses ③ ④. Some BP cards, such as this one, have additional effects ⑤, which are listed at the bottom or the top of the card. The additional effect of the Bone Squire, which activated just now as you revealed it, will remain active **as long as** the card is face up (revealed) on the track—usually, until that Mob is slain. There is another optional effect at the top ⑥, and we'll get to it in a moment.

To successfully wound, you must generate power that **equals or exceeds** the AT value. *Knighves* have a single red Power die, meaning that your dice pool consists of **one red Power die per successful hit.** On top of that, you add your Knight's power die to each attack: that's another red die!



Fleischritter's Power die

And don't forget about the **negative token** on the Monster Sheet—it reduces the value of all Ironcast Dead BP's by -1! Overall, you only need to score 1 to Wound. It might seem easy, but don't let it fool you—Mobs, even of the same level, can vary a lot in terms of toughness. You never know what a BP card hides until you reveal it!

Now, since every Knight portrait provides a single red Power die, Fleischritter's dice pool should consist of three red Power dice: two from your weapon and one listed on the Knight Portrait.

MODIFIER TOKENS

Modifier tokens are used to mark temporary and permanent changes to the attributes of Knights and Monsters. When a Knight or Monster gains a Modifier token, find the token with an icon corresponding to the attribute it modifies and place it in the appropriate area. Modifier tokens are double-sided: each negative Modifier token lowers the attribute by -1, whereas a positive Modifier token raises it by +1.

Some Modifier tokens are **temporary**, meaning that they are discarded after they take effect (e.g. if you gain a temporary Evasion token, discard it after the next Evasion Roll). Place temporary Knight Modifier tokens in your Cooldown area as a reminder. Temporary Monster tokens are always placed in the Knight Pool and removed when their effect is resolved (do not clear them during Clear the Knight Pool step).

Other Modifier tokens are **permanent**, meaning that they remain with the Knight or Monster until the end of Clash. Place those on your Knight Portrait or the Monster Sheet. All modifier tokens are discarded at the end of Clash.

Unless an effect states otherwise, when a Mob gains a Modifier token, it is placed on that specific Mob's BP card. That token stays on the Mob until it dies and applies to that Mob only. If an effect would place a Modifier token on the Monster Sheet, it affects all corresponding Mobs.

MORE POWER!

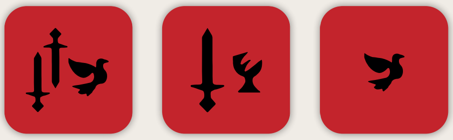
There are other effects that may increase your Power dice pool. For example, if you look closely at the Heroic arc of either Fleischritter or Kara (see Heroic Arc and Modifier Windows), you will see that if their was 5 or higher, you would get an additional red Power die! As for Squires, generally, when their increases to 4 or higher, they gain +1 , though not in the case of Ralof specifically. Well, not all Squires are created equal!

POWER DIE RE-ROLLS

Unlike Attack and Evasion dice, Power dice **cannot** be rerolled using 🎲. There are, however, other effects that allow you to re-roll them. For example, in our case, Knights gain one **Power Re-roll** 🎲 from their Heroic Arcs once they have two or more 🎲, and Squires can **redraw** a Power Roll Mettle card by gaining +1 🎲.

STEP 46

For now, let's say you rolled your dice and got the following results:



Power roll result

Every 🗡 symbol counts as **1 Power**. Every ⚱ symbol is a potential for 1 additional Power, provided you have enough **Break ⚒ tokens** in the Knight Pool (see Knight Tokens and the Knight Pool, p. 29). Depending on whether you succeeded a Virtue test earlier, there may be 1 Break ⚒ token in the Knight Pool, so your total Power score is either 3 or 4. Both of these are enough to not only **Wound** the BP, but also trigger the **Overcome** effect at the top of the card—we'll resolve it in a moment.

You might be curious about the 🕊 symbols on the dice. These are Hope symbols, triggered by a more powerful type of Knight token you will unlock later in the game as your Knights grow in strength. For now, simply ignore them.

OVERCOME AND OVERPOWER

Kingdoms Forlorn is a hard game, and you need every advantage you can get. Some BP cards may include effects that activate based on the difference between your Total Power and the Monster's AT, rather than if you Wound or Fail to deal a Wound.

Overcome X+:
If you **failed** to deal a Wound, but your Total Power was X or more, resolve the Overcome effect.

If you **dealt a Wound** and your Total Power exceeded the AT value by X or more, also resolve the Overcome effect.

Overpower X+:
If you **dealt a Wound** and your Total Power exceeded the AT value by X or more, resolve the Overpower effect. As you can see, the Overpower effect is harder to achieve than the Overcome one.

STEP 47

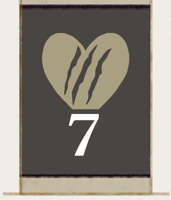
So, you've dealt a Wound! This is enough to kill the Mob Monster ... but don't expect the Ironcast Dead to sit idly by and just take it! Just like Knights get a chance to react to being attacked (through Mortis cards), Monsters get to answer your attacks with **Responses** of their own (see the Monster Responses box). As a reaction to you wounding the *Bone Squire*, you are instructed to reveal the rightmost unrevealed BP card on the Mob track, in this case, Monster "8". If you encounter any immediate effects you don't know how to resolve on the revealed card, refer to the keyword list on p. 41, or, in case of an escalation effect, read the next step to learn how it works!

MONSTER RESPONSES

Almost every Knight Attack will garner some form of response, most of which are resolved immediately after the Power Roll. If you deal a Wound, you resolve the **Wound Response**. If you failed to deal a Wound, you resolve the **Fail Response**. If you scored a Critical Wound, resolve the **Crit** (and ignore all other Responses). Sometimes a Monster will also have an **Instinct Response** that you have to resolve regardless of the Power Roll result (and **in addition** to any other normal Response; the only exception to this is a Critical, which makes you ignore it).

STEP 48

Now, since you scored a Wound and killed the Monster, remove the BP card from the Mob track and add it to the Wound Stack—it just became your second Wound. You win a Clash as soon as the number of cards in the Wound Stack becomes equal to or greater than the Monsters' **Wound** ♥ value, at which point the rest of the mob disperses. If you would have rolled less than the AT value, your attack would Fail to Wound and you would leave the BP card in place, faceup.



Ironcast Dead Level 1 Wound value

Every successfully dealt Wound enrages the Ironcast Dead, causing them to **Escalate**. As Clashes progress, Monsters become more dangerous and harder to kill.

First, go through the AI deck, take the first card you find that **matches** the level of the wounded BP card, and remove it from the deck. This card is out of play for the remainder of this Clash! Then, take a random AI card that is **one level higher** than the level of the BP card you've just wounded and shuffle it into the AI deck. Yes, now that you killed one of their own, the Mob will attack you more viciously! Mob BPs do not automatically Escalate as a result of Wounding, but specific effects can instruct you to Escalate both AI and BP.

WOUNDS AND ESCALATION

Escalation has many little details and may behave slightly differently under specific circumstances. You will find a **simplified version** of the Escalation Chart on p. 43 of this book. It includes all information required to play the tutorial Clash against Mob Monsters.

You can find the **Full Escalation Chart**, which also explains the differences between Mobs and Bosses in detail, in the Rulebook, on p. 61. We highly recommend you keep it handy during your first Clashes.

MOB SPAWN

Mobs are numerous. As soon as one dies, another one takes their place ... This is represented by spawning. Spawning is a form of BP Escalation, although it usually happens outside of a Knight Attack. For example, the spawning Trait of the Ironcast Dead is Interval Spawn: see the *Necrofusion* Level 2 Trait on the Monster Sheet. Thankfully, since it's a Level 2 Trait, you won't need to worry about it during this Clash! You can find the detailed list of all Spawn types in the Rulebook, under Spawning Mobs on p. 62. Spawning behaves differently depending on the particular Monster, with varied requirements and timing, so it's best to always carefully study the spawning Trait on the Monster Sheet of the enemy you're facing.

STEP 49

You're almost done with the Attack. After performing Escalation, you have to clear all tokens from the Knight Pool. Worry not, right after that you get to leave your own tokens! This is also where you can resolve the Overcome Effect–place 1 Power token in the Knight Pool. The next attacking character will gain a +1 bonus to their Total Power! Next, you can activate effects from your Heroic Arc: Fleischritter has 1 , so you can leave 1 Opening or 1 Break token.

KNIGHT POOL AND MISSING ATTACKS

You must clear the Knight Pool after every Attack, even if you fully missed and cannot leave any Knight tokens of your own. Also, remember to discard only **Knight** tokens, such as Break and Opening (you can find a complete list of them in the Rulebook, on p. 19). **Resource** tokens, like Fleischritter's Fleisch tokens (see the Resource tokens box), as well as **Modifier** tokens, are **not** discarded after a Full Miss (with the exception of temporary To Hit tokens).

And ... that's it. You've performed both your and . If you had any useful Technique cards you wanted to use, you could do that now. Let's proceed to another Knight who can perform their turn.

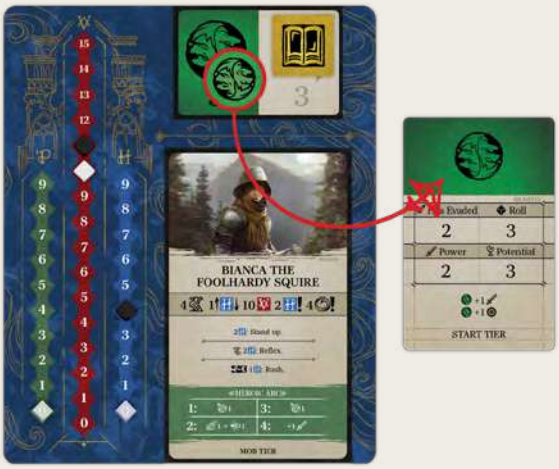
TECHNIQUES DURING CLASHES

Technique cards can be used as a free action at any time between other actions in the Knight turn, unless there is a specified timing given on the card, such as "when you are about to attack", or "during the second ability window". In such cases, you can only use them according to the given timing. You may also Deplete a Clash Technique card to activate its Exert effect INSTEAD of the normal card effect. The Clash side of Technique cards usually includes keywords. You can find them in the Keyword List section at the end of this book.

Certain Techniques, such as *Knight Roll*, include the symbol–it means that the Technique can only be used during a Window of Opportunity. See Window of Opportunity box for more details.

STEP 50

Let's give a Squire a chance to shine now, and have **Bianca** act. First, move her into adjacency with any Mob. Then, attack! Increase her on the track by 1, and ... draw a card from the **Mettle deck**! Remember, Squires don't roll any dice. First, draw one card to see whether you hit or miss–you may re-draw a card once for +1 , OR **spend a Clue token from the Squire's Clue card corresponding to the symbol on the drawn Mettle card to gain its Precision bonus.**

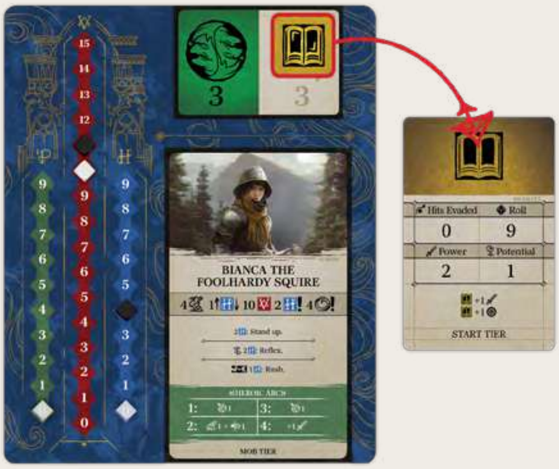


Discarding a matching Clue grants a Precision bonus

If you still missed, don't worry, these things happen! Normally, a miss would cause you to clear the Knight Pool, but remember your ***Warrior* Mercenary**–you can use his last ability to prevent clearing the Knight Pool **once**. If you use it, **discard** the Mercenary card. They have done enough.

STEP 51

If you hit, draw another card from the deck to determine whether you deal a Wound or not. Check the **Power** space of the Mettle card to see the amount of Power it provides, and the **Potential** space to see how many Break tokens you can apply; remember, the Power token in the pool doesn't require to use it–it's applied automatically! If you still have a Clue token left, you can also spend it now to gain the Mettle card's Power bonus, similarly to how you could gain the Precision bonus earlier. Depending on your score, perform the Wound or Fail response, then leave your tokens in the Knight Pool.



Discarding a matching Clue grants a Power bonus

Now, continue resolving the Attack, just like you did with Fleischritter earlier.

STEP 52

You already know all the basics, so now it's up to you to defeat the Ironcast Dead! There will be no hand-holding or rigged rolls from now on. Continue resolving Knight turns until all Knights (so also Squires, remember!) have acted. Then, proceed to the Monster Round. If in doubt, you can find the complete Clash Sequence in the Rulebook, on p. 42.

When there are 7 **Wounds** in total on the Wound Stack or when all Knights are dead, proceed to **Clash Aftermath**. If, for some reason, you lose, don't fret. You'll get another shot at this! Practice makes perfect!

ADDITIONAL CLASH RULES

You've learned the basics of *Kingdoms Forlorn* combat, but, of course, there is much more waiting for you in the campaign. However, there are also some rules that may still come up during this Tutorial Clash. Here's how to deal with them! If, for some reason, you still encounter something not explained here, look for the specific rules in the Rulebook.

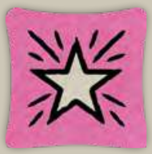
RESOURCE TOKENS

Some Knights use a special kind of token, called **Resource** tokens. These tokens fuel a Knight's special abilities. Resource tokens behave similarly to Knight tokens, in that they're generated by Heroic Arcs and Talents, and help Knights activate various abilities.

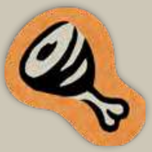
Each Knight may have different rules for Resource token usage, which can be found in that Knight's corresponding Knightbook. Generally, Resource tokens can be placed either on the Knight Boards or in the Knight Pool, depending on the trigger.

All Resource tokens in the Knight Pool are shared between all Knights, meaning that it does not matter who placed the tokens in the Knight Pool. Every Knight that can use them may do so. **Unlike Knight tokens, Resource tokens remain in the Pool until they're used.**

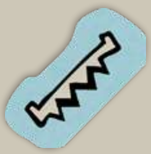
Resource tokens are not limited. If you would ever be required to place more tokens than provided in the game box, substitute them with Generic tokens.



Magic token



Fleisch token



Zeal token

TYPES OF MORTIS CARDS

Some Mortis card effects are positive while others are negative, including death! This means that taking a hit is not always bad. On the contrary, sometimes it's necessary! Be warned though that as the severity level increases, Mortis effects escalate both ways—the positive ones become more powerful, whereas the negative get progressively more dire.

Some Mortis cards have **instant effects**, while others persist throughout the Clash, or cause you to gain a Condition card. After resolving the Mortis card effects, discard it to the bottom of the appropriate deck (unless instructed otherwise).

Once you fall to 0 🟥 or below, you must draw a **Judicium** card which determines whether you live or die! Essentially, drawing a Judicium has a 50% chance of you dying.

ESCALATING OUTSIDE OF WOUNDING

Some effects, like BP Responses, may instruct you to Escalate even if no Wound was dealt or even outside of a Knight Attack or the Clash! If that happens, simply perform the Escalation as normal, with the following **exception:** if no Wound was dealt, you will have to remove the lowest BP card from the deck or Mob track. These types of Escalation may take the following forms:

Escalate X: When you see the ***Escalate X*** keyword, simply Escalate the lowest AI and the lowest BP card X times.

Escalate AI/BP: Escalate the lowest card from the designated deck only.

Mob BP Escalation and Escalating the BP deck: Since Mobs do not have a regular BP deck during Clashes, apply all instructions that refer to the BP deck to the Mob track instead (e.g. when instructed to Escalate the BP deck, find the lowest Mob BP on the Mob track, remove it, then place a random BP card one level higher in its place).

Spawning Mobs: Spawning Mobs is a form of BP Escalation. See the Mob Spawn box for details.

MASSIVE PERIL

If your Vigor goes into the negative, you may have to add more negative Judicium cards to the Judicium deck. Such a card is added immediately before drawing a Judicium, and **remains** in the deck until the end of Clash, unless specifically stated otherwise. For details, see below.

-5 : Add the *You Died Horribly* card to the Judicium deck.

-9 : Add the *Your Gruesome Death Becomes Legend* card to the Judicium deck.

-12 : Add the *Your Death Beckons the Graal* card to the Judicium deck.

The effects of Massive Peril Checks can stack. Any additional cards are removed from the Judicium deck after each Clash. Initially, it should consist of only 2 cards: *You Live!* and *You Died.*

ABILITY USAGE

Knight Talents, Techniques, and equipped Gear cards, as well as other game elements, give you access to various abilities.

In general, each effect described within the **ability box** of Technique cards, Gear cards, and Talents **is an ability**. There are a few categories of abilities, but the most important variables you should remember are **cost** and **timing**.

Active abilities are activated only when you declare to use them and pay their **denoted cost** (such as gaining Heat or card Depletion), e.g abilities on Technique cards or Gear cards. Using active abilities is never mandatory.

Constant abilities are all those that **don't have** a specified cost. For example, the abilities on starting Talents of both Fleischritter and Kara are all constant. Most constant abilities are applied automatically (such as Heroic Arc abilities), unless it specifically states that you **may** do something – in those cases it becomes optional, e.g "you may move 1 space".

Both active and constant abilities may include a **timing condition**, e.g. "when you attack". If they do, you can only use them if you meet that condition.

Certain cards, like the *Knight Roll* Technique, may include the symbol, which means that ability is a **reaction** (see Window of Opportunity box). If there is **no timing condition** specified at all, it means that ability can be used as a **free action** – at any moment of your Knight turn.

Lastly, any ability can be used only **once per your turn.** You can find an in-depth explanation on p. 22 in the Rulebook.

BONUS ATTACKS, FOLLOW-UP ATTACKS AND CHAIN BREAKS

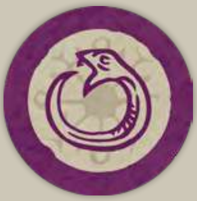
Some Mortis cards and other game effects may allow a Knight to act during a Monster Attack, sometimes even to perform a **Bonus Attack**. When it happens, it causes a **Chain Break**, immediately ending the original attack and invalidating all of its lingering attack effects, as well as After Attack effects.

Note: Knight Bonus Attacks triggered **during a Knight Attack** are considered to be **Follow-up Attacks**. They do not cause Chain Breaks and are instead resolved after you finish resolving the current attack, much like Monster "Attack Responses". In some rare cases, however, it is possible to Chain Break a Knight Attack. To learn more about Chain Break, see the Rulebook, p. 54.

BANE AND BANE LIMIT

Various effects can cause Knights to gain Bane ◎ tokens. When you gain a Bane ◎ token, place it on your Knight Board. While certain effects may trigger based on the number of Bane ◎ tokens you have, the tokens themselves don't have any inherent effects ... until you exceed your limit. Once that happens, **you die**! After each Clash, in the Aftermath, you lose 2 Bane ◎ tokens, which means that Bane can persist from expedition to expedition.

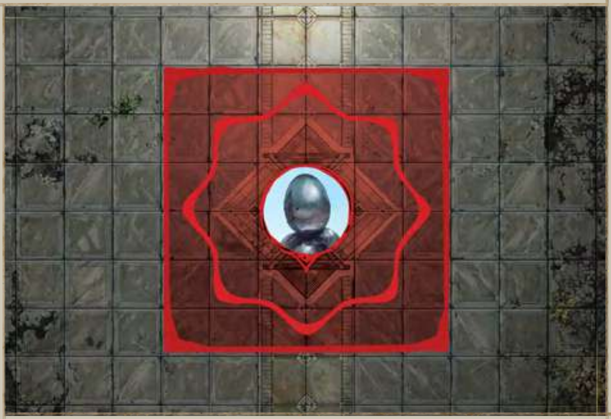
Each Knight has a Bane Limit ◎!. If you have multiple elements that modify your Bane Limit ◎!, **choose the one with the highest Bane Limit ◎!**, then apply bonuses and penalties to that limit (if any). If, at any point, you would gain Bane ◎ tokens that would exceed your Bane Limit ◎!, don't. Your Knight dies immediately. **Do not draw Mortis or Judicium cards. You simply die.**



Bane token

ZONES

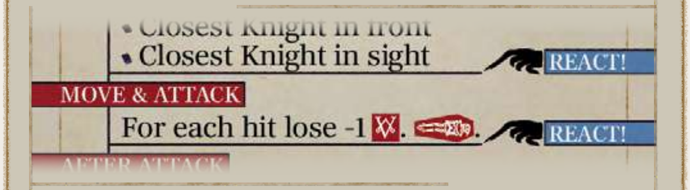
Certain effects may refer to **Zones**, either around a Knight or a Monster. Zones are counted in spaces and include diagonal spaces, meaning that Zone 1 around a Monster consists of the eight adjacent spaces around it, one space in every direction, while Zone 2 consists of 24 spaces, two spaces in every direction. More complex Zones are always presented as a diagram on the respective AI card.



Zone 2 example

WINDOW OF OPPORTUNITY

Most Signatures and AI cards, as well as some BP cards and other game elements, give the players an opportunity to react to a situation, most often a Monster Attack, outside of their normal turn. These "action spaces" are called **Windows of Opportunity** and are represented by the ☛ REACT! or ☛ symbol.



- Closest Knight in front
- Closest Knight in sight ☛ REACT!

MOVE & ATTACK

For each hit lose -1 ☒. ▭. ☛ REACT!

AFTER ATTACK

Window of Opportunity example

Whenever you encounter one of those symbols preceding an AI instruction, you may activate **Reaction** ☛ abilities immediately before you resolve that instruction. During a single Window of Opportunity, each Knight may activate any number of abilities in any order, but no more than one ability with the same name per Knight.

CONDITIONS

Various effects (like Mortis cards or Monster Attacks) cause Knights to gain cards that apply additional negative or positive effects. When you gain a Condition card, place it next to your Knight Board. Some Conditions may also require you to gain **Condition tokens**. These are always placed on the corresponding Condition card. All Condition tokens are represented by Generic tokens (gray). All Conditions are discarded during Clash Aftermath. If you gain a Condition card **outside** of Clash, it remains active until the end of the next Clash.

Some cards may instruct you to gain a specific Condition, while others become Conditions themselves. You cannot gain the same Condition card if you already have it, but some Conditions may trigger additional effects if you gain them again.

SIGNATURE AND ROUTINE

Signature and Routine represent the Monster's typical behaviors. A **Signature** is the creature's iconic default Attack. It behaves like an AI card, but it is not an AI card. If another card, Trait, or any other effect instructs you to perform Signature, this is the Attack you should resolve.

The **Routine** is a special action the creature performs when there is no eligible Target for any of the targeting lines on its current AI or Signature card. Usually, Routines are devastating effects that should be avoided at all costs! They often affect all Knights or the Clash Board.

All Signatures and some Routines are Attacks, but they are not AI cards for the purpose of any other effects.

TERRAIN TILES

Be mindful of Column Terrain tiles on the Clash Board. They have Terrain three keywords: **Obscuring**, **Obstacle** and **Destructible**. It means that you cannot draw LoS through them, Knights and Mobs cannot voluntarily move through these spaces and if a **Knight** is involuntarily moved onto a Column, they will suffer Crash, and that Column will be destroyed! The same applies to Mobs, with the exception that they **do not** suffer Crash.

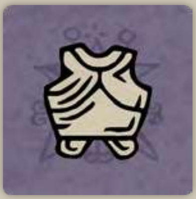
During the game you will encounter many different Terrain types, some more complex than others. Make sure to always read the corresponding Terrain card to find out how they influence the Clash.

ARMOR TOKENS

The creatures of the Principality of Stone make use of Armor just like your Knights—or in some cases they do so even better.

Armor 🛡 tokens are mainly placed on the Monster Sheet or, in case of Mobs, on the individual BP cards of the Monsters. Each Armor 🛡 token raises the AT of the Monster (or the specific BP in case of Mobs) by 1.

Note that many Monsters in the Principality of Stone add specific rules to the Armor 🛡 tokens that are denoted on their Traits.



Armor token

CLASH AFTERMATH

STEP 53

Once there are 7 Wounds on the Wound Stack in total, you win the Exhibition Clash! Clashes always end **as soon as you deal** the last Wound; any negative consequences of the BP card or any other effect that would trigger that Round are ignored. You lose a Clash when all your characters die.

After each Clash you will always resolve **Clash Aftermath**, sometimes following it up with an additional Rest Phase during the midpoint of the expedition (see Rest on p. 66 in the Rulebook). Once you finish resolving the Clash Aftermath, resolve any Victory or Defeat additional effects, including reading any story paragraphs you're directed to, and then proceed to **Spoils Phase**.

CLASH AFTERMATH

During a Clash Aftermath, you will usually resolve the following:

- **Deaths:** If any Knight is dead, they are resurrected with maximum V. Each resurrected Knight who is currently on an Investigation or who is Free Roaming, loses half of their Clues (rounding up).
- **Stat Reset:** All Knights **reset** their P, H, V, and their limits on tracks to their starting values.
- **Techniques:** Return all Technique cards from your Cooldown, Delay, and Discard areas to your hand.
- **Conditions:** All Knights discard their **Condition** cards and **Condition** tokens.
- **Bane:** Each Knight discards 2 Bane ◎ tokens.
- **Other tokens:** Discard all Generic tokens, Modifier tokens, and Knight tokens.
- **Gear:** Unexhaust all your Gear 👝 cards. Regain all Discarded Gear 👝 cards except *Consumable* 👝 cards. **Note:** Discarded *Consumable* 👝 cards remain discarded until the end of the Expedition, after which they will be added to the Merchant deck (see Gear in Clash Aftermath p. 63 and Consumable Gear p. 20 in the Rulebook). All Gear 👝 cards, except *Consumable* 👝 cards, regain all Charges.
- **Victorious Search:** If you won the Clash, perform Clash Scavenge 1 and Scavenge 3 (see the Keyword List at the end of this book).
- **Forlorn Search:** If you lost the Clash, perform Scavenge 3 (see the Keyword List at the end of this book).

VICTORY

If you won, read the following paragraph (0009).

0009 *The last Ironcast shambler falls, head cloven from its shoulders by a single vicious swipe. In the aftermath, the only sound is the heavy breathing of the two knights as the bloodrush quells in their ears.*

The foremost of the cultists glares in rage at the duo, before ordering a retreat. They offer a single, hissed threat of retaliation, someday, before they are gone. Kara and the Fleischritter do not give chase, instead turning their attention to the dais.

The girl is unconscious, but alive. Strange markings have been drawn upon her flesh, glyphs that flow up the arms and legs and encircle the throat. Next to her, what looks like an ornate silver goblet. When Kara reaches out to pick it up, it crumbles to dust, its purpose unfulfilled. A faint, whispered sound echoes on the air, a frustrated howl, a long-denied hunger once more refused.

The two waste no time bringing the child back to the Outpost, where her brother waits anxiously. He joyously celebrates the safe return of his sister, thanking the duo profusely.

"Thank you, kind Sers!" he repeats over and over. "There's not many would have done such a kindness. I'll make sure all the townsfolk know of your heroism, I promise!"

The Fleischritter should now **mark 29**, and Kara should now **mark 27** on their respective Choice Matrices on their Knight Sheets. **Proceed to the Spoils Phase.**

DEFEAT

If everyone died before reaching 7 Wounds on the Wound stack, you lost the Clash! Read the following paragraph (0010).

0010 *There are too many of them. The knights fight as hard as they can, but are overwhelmed. The last thing either of them sees before falling to the hacking, rusted blades of the Ironcast is the knot of cultists closing in around the dais again, their chanting rising to a feverish pitch ...*

Kara is the first to come to, the Fleischritter soon after. They feel the cold clamminess around them, the swirling of the Deep Fog. As they rise to their feet, shadows flit all around them, deep patches of darkness that stretch far too far within the mists. Strange shapes, winged, clawed, monstrous–

The mists suddenly recede, and the knights find themselves back in the Hanza Hall. Through the shattered stained-glass windows, night has closed in. How long were they out for?

The hall is empty, what Ironcast the cultists had animated scattered across the flagstones once more. Of the cultists, there is no sign, except ...

On the dais, a body lies very still. The girl. Although when the duo approach, they notice the chalky gray of her skin, the rough texture. Stone, victim to the Curse of the Principality. Was this the cultists' plan, or an unexpected side effect?

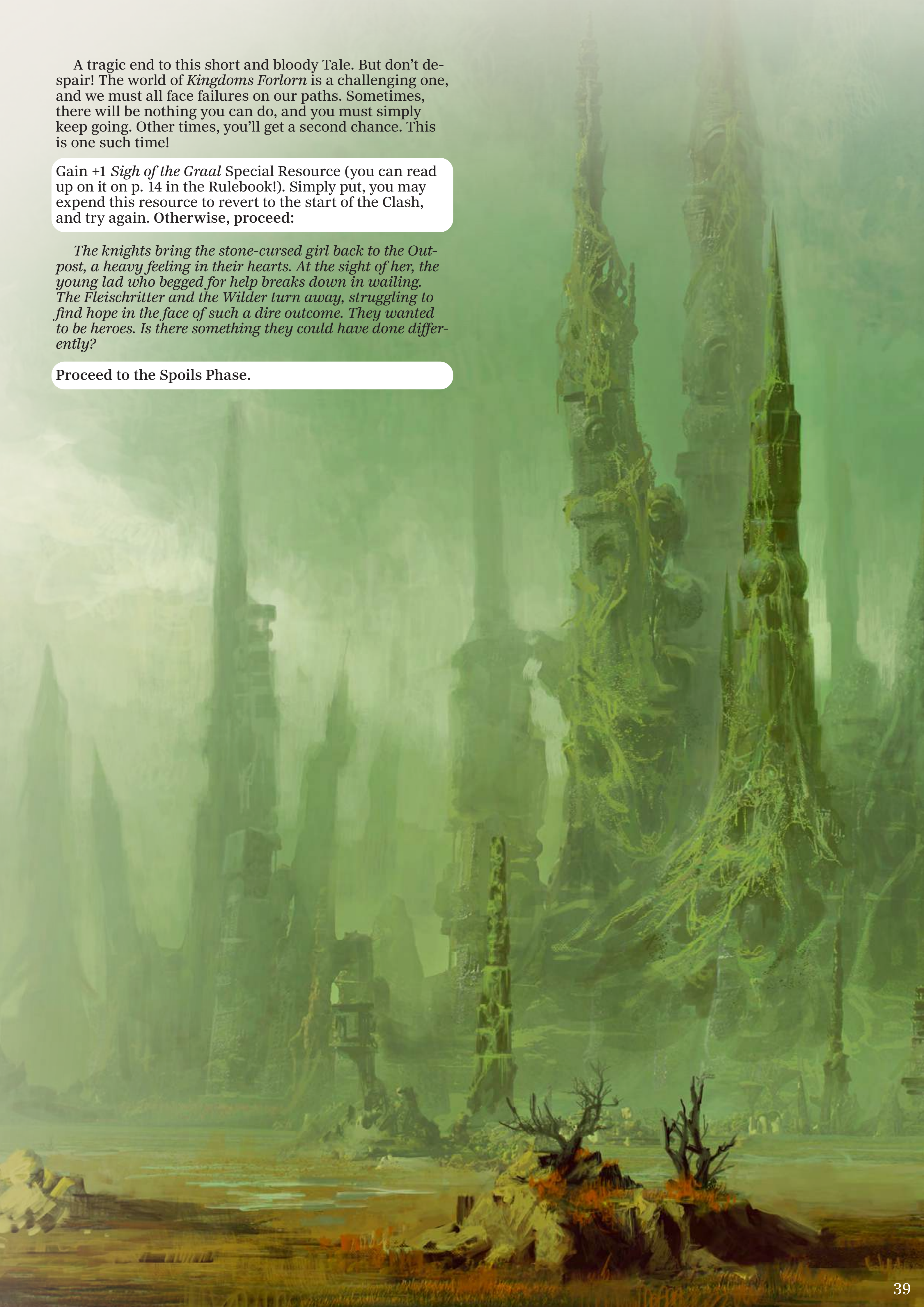
Beside the petrified child, something strange rests on the dais. A silver chalice, somehow more weighty than it should be. Within the chalice, blood glistens blackish-crimson, clinging to the sides of the cup in odd ways that make discomforting patterns.

A tragic end to this short and bloody Tale. But don't despair! The world of *Kingdoms Forlorn* is a challenging one, and we must all face failures on our paths. Sometimes, there will be nothing you can do, and you must simply keep going. Other times, you'll get a second chance. This is one such time!

Gain +1 *Sigh of the Graal* Special Resource (you can read up on it on p. 14 in the Rulebook!). Simply put, you may expend this resource to revert to the start of the Clash, and try again. **Otherwise, proceed:**

The knights bring the stone-cursed girl back to the Outpost, a heavy feeling in their hearts. At the sight of her, the young lad who begged for help breaks down in wailing. The Fleischritter and the Wilder turn away, struggling to find hope in the face of such a dire outcome. They wanted to be heroes. Is there something they could have done differently?

Proceed to the Spoils Phase.



SPOILS PHASE

STEP 54

Now is the time to split the well-earned Loot you got your hands on! Take your Loot deck and place it in the middle of the table so that all players can see the cards—they become the **Common Goods.** You might have acquired some additional Loot cards during the Clash, but even if you didn't, the Loot deck should consist of at least five cards.

Next, distribute the Common Goods between yourselves in such a way that each Knight gains one chosen Loot card. If players cannot agree who gets what, the majority vote wins, while ties are broken by the Party Leader. **Squires don't gain Loot**—instead, each Squire allows the Party to exchange one additional Loot card for an appropriate Gear card.

Then, those cards can be exchanged either for the appropriate Gear cards or Gold. If you choose Gold, note the gained amount on your Knight Sheet. Since this is only the tutorial, you don't need to search the game box for the cards.

If there are any remaining Common Goods, they become the **Spare Scrap**—one by one, starting from the Party Leader, then going clockwise, each Knight takes one card from the Spare Scrap until there are none left. Spare Scrap cards can only be exchanged for Gold, not Gear cards.

SQUIRES AND LOOT

Squires don't use Gold and therefore they do not need to be paid. They also don't deserve any share of the Loot you, mighty Knights, gathered!

If a Squire would gain any amount of Gold (e.g. from an Adventure), the Party Leader gains it instead. Additionally, they are not assigned any Loot during Loot Distribution. Instead, when distributing the **Common Goods** between Knights, each Squire allows the Party to exchange one additional Loot card for an appropriate Gear (for example when playing with two Squires, your Knights will gain two additional Gear cards from that expedition). You may still exchange those Loot cards for Gold if you prefer.

STEP 55

The end of this short expedition means the end of this Learn to Play! You can now start an entirely new adventure with your own Knights (and Squires) of choice. You are now ready to explore the mists without a guiding hand! There is still much to learn though, including, for example, about Bosses, the Deep Fog, Encounters, and Saints, so don't hesitate to read the Rulebook—you'll thank us later ...

If you decide to play with the Fleischritter or Kara, you may keep the Knight Sheets used during this adventure (with one number on the Choice Matrix already marked), but make sure to follow **all Setup instructions** included in their Knightbooks, just as you would when starting fresh!

KEYWORD LIST

The following abridged Keyword List should include all keywords you encounter during the Tutorial Clash. However, if you find any other keywords you're unsure about, consult the full Keyword List on p. 80 in the Rulebook.

Armor tokens: These tokens are mainly placed on the Monster Sheet or, in the case of Mobs, on the BP cards of Monsters. Each Armor token raises the AT of the Monster (or the specific BP in case of Mobs) by 1.

Bane X: Gain X Bane tokens.

! Bane Limit X/+X: Your Bane Limit becomes X or is increased by +X. **Note:** Bane Limit X doesn't stack, but all +X bonuses are cumulative.

Break X: During the second ability window, place X Break tokens in the Knight Pool. During the Power Roll step, each Break token in the Knight Pool allows the attacking Knight to turn 1 symbol into 1 🗡.

Crash: The Knight subjected to Crash loses -1 🟥 and suffers Knockdown. A Knight suffers Crash each time a non-Mob Monster moves onto or through their space, as well as when any effect forces them to move onto an Obstacle, or places an Obstacle on them.

Choke X: If you don't have the *Choked* Condition card, gain it and place a black acrylic cube on "0" on the 🟦 track—this is your Choke Limit. Then, increase the Choke Limit by X-1. Your 🟦 can never go below this limit. If you already had the *Choked* Condition card, increase the Choke Limit by X. Then, if your 🟦 is below the Choke Limit, gain enough 🟦 so that it is above the Choke Limit.

Destructible: Terrain keyword. When a Knight or Mob is involuntarily moved onto this tile, the tile is destroyed. **Note:** If a Knight is knocked back, they ignore any non-Obstacle Terrain tiles they move through. Therefore, they will not destroy a Destructible tile unless they end their movement on it.

Displace: Move the Displaced Target to an empty space adjacent to its current position. If a Knight is Displaced and there is no space they can legally be Displaced to, they die instead. If a Monster is Displaced and there is no space it can legally be Displaced to, place it on the closest empty space instead.

Escalate X: Escalate X **lowest level AI** cards (remove each one from the AI deck and shuffle in a card one level higher), one at a time. Then do the same for the BP deck. Do not look at the removed cards.

Fleisch X: During the second ability window, place X Fleisch tokens in the Knight Pool.

Fortify X: If you don't have maximum 🟥, gain +X 🟥. If you have maximum 🟥, place a red cube on X 🟥 on the track—it becomes your additional 🟥. When you would lose 🟥, lose your additional 🟥 first (counting it down, like a secondary track).

Gangup X: See box.

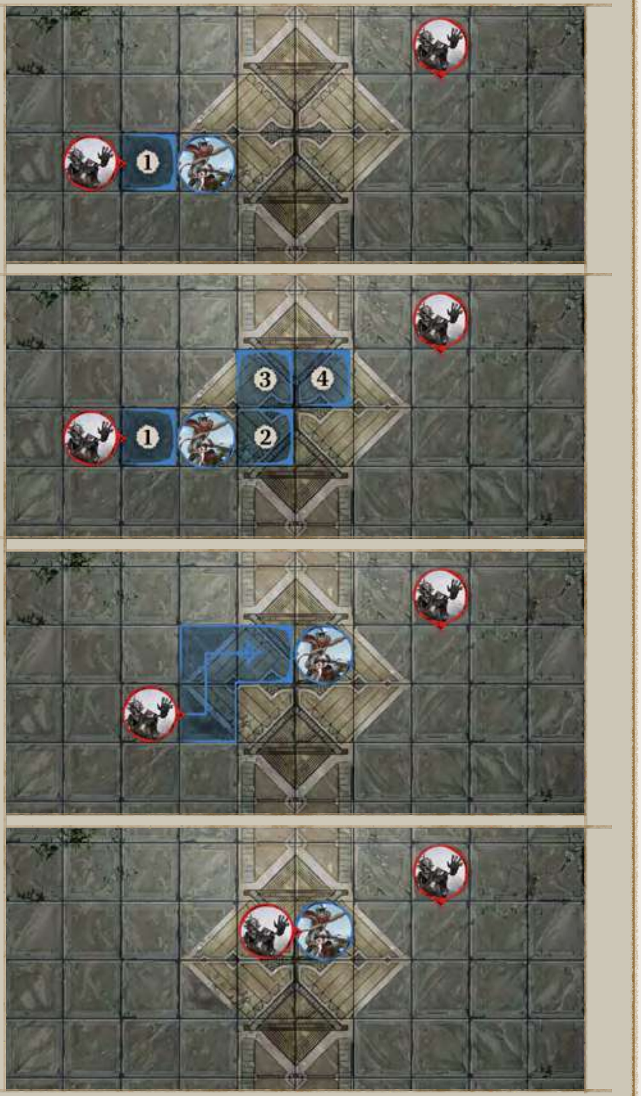
Heal X:

- **Boss Clash:** Take the top BP card from the Wound Stack and remove it from the Clash. It does not count as a Wound.
- **Mob Clash:** Take the top BP card from the Wound Stack and place it in the leftmost empty space of the Mob track. Take a corresponding Mob miniature and place it adjacent to the source of this Heal (or in the closest unoccupied space), facing the most Knights. If the Mob track is full or there would be no more miniatures to place, instead discard that card and ignore miniature placement.

GANGUP X

Gangup X: Move up to X spaces toward the Target. Then, move the Targeted Knight the remaining number of spaces, ignoring the source, toward another closest Monster along the shortest path, or until adjacent. Treat this as Involuntary movement. If the Target is already adjacent to another Monster, they suffer Knockdown instead of being moved. Afterward, the source always moves adjacent to the Target.

If the Target would end this movement on a space occupied by the source, the source is Displaced to the previous space the Knight moved through.



Example: Ser Sonch suffers Gangup 4. The Ironcast Dead moves adjacent to Ser Sonch. Then, Ser Sonch is moved toward the next closest Ironcast Dead. Lastly, the first Ironcast Dead moves adjacent to Ser Sonch.

Knockback X: The affected miniature must move X spaces away from the source of Knockback in a straight line. It can move through spaces occupied by other miniatures and ignores all Terrain tiles without the Obstacle keyword. If a Knight or Mob would be forced to move through a Destructible Obstacle (like one of the columns in this

Clash), immediately stop, remove the Terrain tile from the board and place the miniature on that space. Additionally, the Knight suffers Crash. For all the details and exceptions, see the full Keyword List section on p. 80 in the Rulebook.

Knockdown: Target of Knockdown gains the *Knockdown (falling down)* Condition card. If Knockdown is caused by an Attack, it affects the Target only if it is within the Monster's effective range (adjacent for Melee Attacks, in the designated zone for Zone Attacks, within X spaces for Ranged X Attacks). If it's caused by a Response, it affects the Attacker only if they are within adjacency.

Motivate X: During the second ability window, other Knights may move up to X spaces among them. Example: Motivate 3 allows one Knight to move 3 spaces, two Knights to move 2 and 1 spaces respectively or three Knights to move 1 space each.

Obscuring: Terrain keyword. This tile blocks the Line of Sight.

Obstacle: Terrain keyword. Knights cannot move through Obstacles. Many move-like abilities interact with Obstacles. See: Knockback, Pushback, Drag, Pull in the Keywords List section on p. 80 in the Rulebook.

Opening X: During the second ability window, place X Opening tokens in the Knight Pool. During the Attack Roll step, each Opening token in the Knight Pool adds +1 to the result of **each** die.

Overcome X+: If you **Failed** to deal a Wound but your Total Power was X or more, resolve the Overcome effect. If you **dealt a Wound** and your Total Power exceeds the value by X or more, resolve the Overcome effect.

Overpower X+: If you **dealt a Wound** and your Total Power exceeds the value by X or more, resolve the Overpower effect.

Parasitize X: If you don't have the *Panzer Parasite* Condition card, gain it. Then place X Generic tokens on the *Panzer Parasite* Condition card.

Power X: During the second ability window, place X Power tokens in the Knight Pool. During the Power Roll step, every Power token in the Knight Pool adds 1 . You cannot use Greater Pass on this token.

Power Re-roll X: During the Power Roll step of an Attack, you may re-roll up to X Power dice. Remember, you cannot re-roll Power dice using .

Pushback X: Turn the source toward the affected miniature. Then, move X spaces in the direction of the affected miniature, pushing it in a straight line. The affected miniature must resolve the effects of any Terrain tiles it moves through. If the source is a Mob Monster, stop resolving Pushback if the affected miniature would be about to enter another miniature's space. If a Knight or a Monster is about to be pushed into the Board Edge, Displace them to an adjacent space in a way that would allow the source of Pushback to move onto a space previously occupied by the affected miniature, then continue Pushback.

Reflex: Move up to 1 space. Possible subtypes:
- **Advanced Reflex:** Move up to 2 spaces.
- **Superior Reflex:** Move up to 3 spaces.

Reposition X: During the second ability window, you may move up to X spaces.

Rush: Move with +1 and Melee/Reach Attack with Auto-break 1. You must move at least 3 spaces and reach your target via the shortest possible path. Stop when in the effective range of your active Weapon. Possible subtype:
- **Improved Rush:** Move with +2 and Melee/Reach Attack with Auto-break 1 and +1 Precision. You must move at least 3 spaces and reach your target via the shortest possible path. Stop when in the effective range of your active Weapon.

Scavenge X: Add X Loot cards to the Loot deck. If the Scavenge keyword does not specify which Loot card type it refers to, you may choose from Kingdom Gear, Upgrade Loot, and Consumable Gear Loot cards. Possible subts:
- **Kingdom Scavenge X:** Add X Kingdom Gear Loot cards to the Loot deck.
- **Upgrade Scavenge X:** Add X Upgrade Loot cards to the Loot deck.
- **Consumable Scavenge X:** Add X Consumable Gear Loot cards to the Loot deck.
- **Clash Scavenge X:** Add X Exhibition or Full Clash Loot cards to the Loot deck depending on the last Clash you've resolved.

If you trigger Scavenge, but there are no more Loot cards to add to the Loot deck, ignore Scavenge. You've looted whatever you could in this Expedition!

Second Chance: After you draw a Mortis or Judicium card, you may ignore its effect and discard it. Draw and resolve another card from the same deck (**Note:** a discarded Judicium is immediately shuffled back into the Judicium deck). You cannot ignore the second draw in any way. This ability can be used even when knocked down or otherwise prohibited from using active abilities.

Swarm X: The attacked Knight loses -X for each other adjacent Monster.

LAST PAGE SUMMARIES

RESOLVING ACTIVATIONS

Activations are the heart of the Monster Round. Most Activations lead to **Monster Attacks.** You resolve an Activation by performing steps below in order. To learn more, refer to the specified pages in the Rulebook.

1. **Draw AI or resolve Signature:** Draw the top card from the AI deck or resolve the faceup Signature card.
2. **Targeting (p. 48):** Decide who or what becomes the Target of the Attack.
3. **Movement (p. 50):** Resolve any Monster moves.
4. **Attack (p. 51):**
    - 4.1 **Evasion Roll (p. 52):** Attempt to evade the Attack.
    - 4.2 **Attack Consequences (p. 53):** Resolve Attack effects and draw a Mortis card.
5. **After Attack (p. 54):** Resolve all After Attack effects.

KNIGHT ATTACK SEQUENCE

To perform a Knight Attack, resolve these steps, called the attack sequence, in the order below. To learn more, refer to the specified pages in the Rulebook.

1. Declare Attack and Active Weapon (p. 56).
2. Raise Passion and check **Priority Target** (p. 57).
3. Attack roll (p. 57).
4. First Ability Window (p. 57).
5. Determine BP card (p. 58).
6. Power roll (p. 58).
    - 6.1 Create the Power Pool
    - 6.2 Roll the dice
    - 6.3 Power Re-rolls
    - 6.4 Use Potentials
    - 6.5 Resolve the Power Roll
7. Monster Responses (p. 59).
8. Wounds and Escalation (p. 60).
9. Clear the Knight Pool (p. 62).
10. Second Ability Window (p. 62).

MOB ESCALATION CHART

WOUNDED CARD:	AI DECK
BP 1	Search the AI deck and the AI discard pile for an AI 1 card and remove it from the game. If you removed a card from the discard pile, shuffle the discard pile into the AI deck. Shuffle an AI 2 card from the Escalation deck into the AI deck.
BP 2	Search the AI deck and the AI discard pile for an AI 2 card and remove it from the game. If you removed a card from the discard pile, shuffle the discard pile into the AI deck. Shuffle an AI 3 card from the Escalation deck into the AI deck.
BP 3	Search the AI deck and the AI discard pile for the lowest-level AI card and remove it from the game. If you removed a card from the discard pile, shuffle the discard into the AI deck. Shuffle an AI 3 card from the Escalation deck into the AI deck.
BP 3 (Critically Wounded)	
BP3, when all cards in the BP deck and discard pile are already BP 3 cards	Search the AI deck and the AI discard pile for the lowest-level AI card and remove it from the game. If you removed a card from the discard pile, shuffle the discard into the AI deck. Shuffle an AI 3 card from the Escalation deck into the AI deck. If there are no level 3 AI cards left, the Monster gains 1 bonus per Escalation, in the following order: +1 loss bonus per hit, +1 , +1 ◆, +1 .
BP3, (Critically Wounded) when all cards in the BP deck and discard pile are already BP 3 cards	